

OFFICIAL U.S.

# PlayStation

MARCH 2003  
 ISSUE 66

MAGAZINE

**GEEK-OUT!**

**RPG CRAZY**

**3 for 2003**

XENOSAGA  
 EVERQUEST  
 DARK CLOUD 2

**EXCLUSIVE!**

METHOD MAN TALKS UP

## DEF JAM VENDETTA

HIP-HOP AND WRESTLING: A MATCH MADE IN HEAVEN

PLUS! We play the game with Redman and N.O.R.E.!

**NBA STREET**

**vol. 2**

THE STREET PARTY IS GETTING STARTED. SEE WHO'S INVITED.

THE NEXT BIG THING?

## DRIVER 3

REVEALED

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**Plus:**

ZOE 2ND RUNNER  
 FINAL FANTASY X-2  
 SILENT HILL 3  
 DYNASTY WARRIORS 4  
 X-FILES: RESIST OR SERVE



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Violence







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is to become it.

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**TOMB  
RAIDER**  
*the angel of darkness*

out of the tombs. into hell.

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## I KNOW NOTHING ABOUT HIP-HOP

### But Def Jam: Vendetta looks sweet

There's no point in me pretending otherwise, I'm really not all that familiar with the finer points of hip-hop culture. Sure, I've heard of Ludacris and Ghostface Killah, but I won't pretend to know the first thing about their music except the old track title. Consequently, I can assure you that there will be no cringe-worthy attempts on our behalf to make our writing more "hip-hop" this month. At no point will we pepper our musings with phrases like "daws," "da bomb," or anything else that would make us look like the painfully suburban, pasty-faced white boys that we really are.

What I can tell you, though, is that I'm aware of how mind-boggling huge artists like Method Man, Redman, and Ludacris are, and that their involvement in *Vendetta* pretty much guarantees its success. Also I can assure you that the game itself isn't just some crappy, arranged-marriage type of affair for which two companies have forced their ideas together in an effort to make a quick buck. Keep an open mind about this game. If your initial reaction is that it's something you're not keen on, reconsider—it really is da bomb.



John Davison  
Editor-in-Chief

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#### BEN KAPLAN

Ben writes about music, film, and relationships for Spin, New York, and Marie Claire magazines. He took care of the Def Jam CD reviews in our cover story. His favorite rapper of all time is Slick Rick, currently behind bars on a bull-shit immigration charge.



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These guys know their games, so when they make a comic about videogames, the comic tends to be funny. And most of their comics are about videogames. Now, what does that tell you? Visit them anytime at:  
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#### JOHN SCALZI

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The Entertainment Software Rating Board provides information about videogame content. ESRB ratings are intended as guidelines only; parents should still monitor minors' purchases.

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The extreme of the ratings, suitable for adults only. Parks sexual themes and extreme violence. Console manufacturers have yet to allow an AO-rated game.





# ENTER THE MATRIX

WRITTEN AND DIRECTED BY LARRY AND ANDY WACHOWSKI

5/15/03



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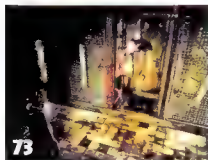


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All the fatalities'

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Every damn last special move for every damn last character.





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**Whirl Tour**  
**James Bond 007: Nightfire**

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**Test Drive**

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## FIGHT! ZOE 2 WILL ROCK YOU WITH MECHTASTIC ACTION

After the dust has settled and your head has started to clear a bit, check out these fun and educational ways to pass the time with the other great demos on our disc. And don't forget to check out all the videos and other extras you'll find beyond the playables.



## ZONE OF THE ENDERS: THE 2ND RUNNER

### THE DETAILS:

It's getting harder to tell the difference between the game engine and the hand-drawn anime segments. That is a very good thing. This substantial demo is also a very good thing.

### HAVE YOU TRIED...

...tapping the Attack button tightly? If you just tap it tightly you get a quicker projectile. Mash it down, and you get more power but less speed.  
 ...beating Anubis? HA HA HA HA HA HA. Good luck.  
 ...beating off Viola? Same story, really. But what would an anime story be without a character turning back from a near-death state? Think of it as an anime trope.

## THE KING OF ROUTE 66

### THE DETAILS:

Sega's sort-of sequel to 18-Wheeler simply oozes cheese. We get the distinct impression that this is entirely intentional. You wouldn't know it from looking at it, but it's actually pretty fun.

### HAVE YOU TRIED...

...looking for shortcuts? Many of the bits in the environment are fully destructible. They may slow you down a bit, but they sure look cool blowing up.  
 ...boosting up the stairs? Just before the end of the course the road will take a sharp turn to the left, but there will be a door in front of you. Just crash through it and up the stairs. Hit the Nitro about halfway up for a spectacular over-the-top effect.

## PRIDE FC: FIGHTING CHAMPIONSHIP

### THE DETAILS:

Pride is definitely the best of all the UFC-style fighters, with quick action and a nice degree of realism. Sadly, there's no blood in the demo, but trust us, there's a hell of a lot of it in real life.

### HAVE YOU TRIED...

...catching your opponent's attacks? Tapping X + O as he swings or grapples will allow you to block or reverse his attempt.  
 ...resetting the game and restarting a fight? For some dumb reason, the demo resets all the way back to the main disc menu after every match. But if you pause the game just before the end of a match, you can restart as many times as you want.

## TENCHU: WRATH OF HEAVEN

### THE DETAILS:

Hey, look, a stealth action game! How shocking. Excuse our cynicism; we're sure this game's going to be really cool. It definitely looks awesome, and there's a nice bit of variety in the demo.

### HAVE YOU TRIED...

...messing with the items in your inventory? There are projectile weapons, health boosts, a spear for midrange attacks, and—best of all—a disguise that makes you look like a woman.  
 ...stealth kills? Hold down R1, sneak up behind an enemy, and go to it. We saw only one attack when we played (a nice throat-slit), but we imagine there have to be at least a couple more.

## JET X20

### THE DETAILS:

When we first heard the name of this game, we thought it might be a sequel to Jet Moto. It's not. Not remotely. But if you like the idea of SSX mixing Splatoon, this is the game for you.

### HAVE YOU TRIED...

...going through the gates multiple times? If you go through a gate, circle around, and go through it again, you'll get more money bonus. It'll look like you're as many tricks as your little heart desires.  
 ...figuring out why you get more boost for going through gates than you do for pulling off a five-trick combo? We can't figure it out, either. The idea is impenetrable to us. If you know, tell us.

## REVIEWS

PS2 GAMES	PS2 GAMES
1. Jet X20	1. Jet X20
2. The King of Route 66	2. The King of Route 66
3. Zone of the Enders: The 2nd Runner	3. Zone of the Enders: The 2nd Runner
4. Pride FC: Fighting Championship	4. Pride FC: Fighting Championship
5. Tenchu: Wrath of Heaven	5. Tenchu: Wrath of Heaven
6. Rocky	6. Rocky
7. Battle Engine Aquila	7. Battle Engine Aquila
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9. EverQuest Online Adventures	9. EverQuest Online Adventures
10. Tomb Raider: The Angel of Darkness	10. Tomb Raider: The Angel of Darkness
11. World Tour Soccer 2003	11. World Tour Soccer 2003
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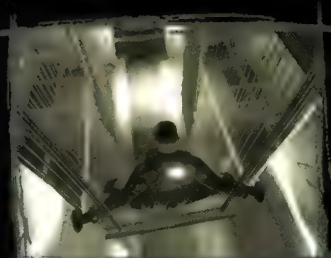
Electronic Gaming Monthly - Editor's Choice Gold Award



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"Truly the next generation  
in stealth combat."

GamePro - 5/5



PLAYSTATION®2  
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"9.6 highest score ever."

Official Xbox Magazine - Editor's Choice Award



PLAYSTATION®2  
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PlayStation 2



Blood and Gore  
Violence

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Lots of you are psyched for *The Getaway* after last month's feature and playable demo on the disc. "I think that it's cool they're putting real people in the game. It just makes it more authentic," lauds Cassandra Phelps. Yet, some of you remain skeptical. "Personally, I think it isn't all that fun," says Justin Pierce. "I believe it's kind of boring."

## Playing a Movie

I read your *The Getaway* feature, and you guys can only find one really kick butt game that had the same feeling the whole way through. Who wants to play a movie when you can watch one? Games like *Grand Theft Auto: Vice City* make a case. You get a handful of story at a time and you can do whatever you want—but more and more, games keep trying to emulate movies. To be like movies. To feel like movies. I've been taking David Fincher's *Seven*, I'm all for it. If we're talking stylistic like Martin Scorsese, Stanley Kubrick, or even to George Melick. Fine. My point is emulate the art, but keep the story chopped up so we have control over it. Being like *Mela* (Grand Theft Auto) is the same problem. I was much of a movie and I think the game play was a bit like the movie like *Die Hard*.

I guess just like playing games when I'm playing games, I'm watching movies when I'm watching movies. Maybe I just don't see one's gotten it right yet. Maybe that's why I'm underexcited about *The Getaway*. I guess I had been excited about

**Robert West**  
Albany, NY

You raise an interesting point, Robert—and a debatable one, as there are many who would argue that games that play like movies represent the next step in

gaming's evolution. What does everyone else think? Let us know.

## Muto Madness!

I heartily disagree with Gary Steinman's review and 2.5 rating of *Dr. Muto*. This offering by Midway is a far better effort than it's given credit for. The levels are beautifully designed, as well as creative and inventive. Appropriately, there is also a boss

pretty nice cut. When my mom asked what happened—I told her I felt, and hit my head—I told her I didn't tell her what happened. Eric Casey  
Rimrock, AZ



SOMEBODY LIKES ME?  
I'M NOT THE ONLY ONE  
WHO'S MAD!

at the end of each world. Sure, there is an overemphasis on collecting, and the enemies are overemphasized at times, but it remains a solid game. After one rental, we deemed it worthy of its \$30 purchase price and added it to our collection.  
**Kenneth Urbanski**  
or gina.zake@msn.com

Do you work for Midway or just own stock in the company?

## The Moral of This Story: Never Throw Your PS2

I've never been able to beat *Fina Fantasy VII* before, and now I'm stuck in a cave. When I was playing for two hours and couldn't find my way out, I got mad. I picked up my PS2 and got ready to throw it when it slipped out of my hands. It fell on my head and gave me a

Your secret is safe with us, Eric. We'll just tell a few hundred thousand of our closest friends.

## You Like Us!

About a week ago, I was thinking about canceling my subscription when it came time. But that all changed after I got the new *OPM* in the mail. It amazed me on levels I never knew. All of the things we wanted, you gave us, better sections, hotter chicks, better reviews. And most of all, the magazine is just plain fun to look at!  
**Kyle Runner**  
shbbydd4221@ahoo.com

We're glad you like the new look, Kyle. Not to toot our own horns...but we're pretty happy with it ourselves!

## GAMERS ARE TALKING ABOUT

From message boards to printed page



**THE SOPRANOS** The Sopranos is a television series that has become a cultural phenomenon. It's a story about a crime boss and his family. The show is set in New Jersey and follows the life of Tony Soprano, a mob boss who is also a family man. The show is known for its dark humor and its portrayal of the criminal underworld.

**THE GETAWAY The Getaway is a video game that is based on the movie of the same name. It's a first-person shooter game that is set in a post-apocalyptic world. The game is known for its fast-paced action and its realistic graphics.**

## REVIEWING THE NEWS

**THE NEWS** The News is a television series that is known for its satirical take on current events. It's a show that is hosted by a news anchor and features a panel of commentators who discuss the day's news. The show is known for its humor and its sharp commentary.



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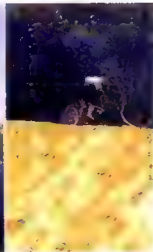
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# INPUT

Looking at hot blondes  
and wowing at Yuna.

## QUICK HITS

### YOWZA, YUNIA!

Holy crap, is Yuna hot in *Final Fantasy X-2*? Those hot pants are great—not to mention her top! WHOOH!

Damon King  
Address  
Withheld

We can't argue with that. We hear the game is pretty decent, too!

### KEEP FISHIN'

I was wondering if any of you there have ever wondered what kinda fish you'd be in another life.

Dan/Dan721  
aol.com

Nope. Not even once.

### FUN-IOUS

Could you please give me a brief summary of the bad and the good of *Fur Fighters: Viggo's Revenge*?

DavidEx  
@aol.com

The bad: Though cute in a teddy-bears-with-guns kinda way, its mediocre action makes *Fur Fighters* ultimately forgettable. The good: Outside of used-game outlets, it's no longer available.

### Dante Sucks

*Devil May Cry 3* is a very cool game. I have absolutely nothing against it, and I'm looking forward to the second installment. Until now, I've just bitten my tongue and stayed quiet for each and every time you've mentioned this one particular detail about it. I'm sick and tired of it now I've been pushed over the edge. That's it. I'm saying it. Brace yourselves. Dante is NOT a badass.

Now, I know I've probably just received a collective gasp from just about everyone, but let me explain my reasons. First of all, in my opinion anyway, look at Dante. Awesome costume and weapons aside, look at him. He looks like a constipated 50-year-old. That's not very badass. His voice is the next problem. My original hopes of him actually being the badass you claimed were practically shattered the first time I heard him speak.

My next gripe is his girl, Trish. Now, when a badass has a girlfriend (and there are plenty badass characters without one), it's pretty bad for the badass's image if the girlfriend is one of the most disgusting things to look at in a videogame ever. I'd rather look at mutated Alex as Ashford than Trish. Where was Lucia in the first game? She's way better looking than Trish.

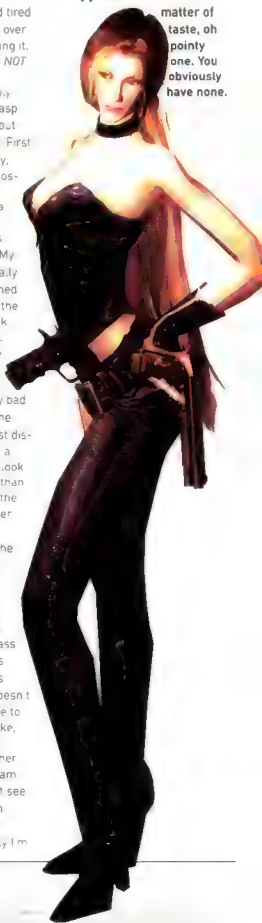
There is no doubt that the moves and acrobatics that Dante can pull off have badass written all over them. I think that's the big misunderstanding. I guess Dante is considered a badass because of the moves he is associated with, but moves aren't everything. Dante doesn't really have that badass vibe to him that's given off by Snake, Cloud, Wesker, Billy Coen [*Resident Evil* Zero], and other badasses in the world of gaming. Sorry, folks, but I don't see anything special about him. Maybe *Devil May Cry 2* can change my mind. Hopefully I'm

not the only person that feels this way.

"Dagger"  
daggerstx@lycos.com

Nope. *Devil May Cry 2* will most certainly not change your views. Dante's badass-ness really just comes down to a

matter of taste, oh pointy one. You obviously have none.



## Official Contest Rules







## We Flibbled

As a fan of the *Phantasy Star* games, I couldn't help but notice a grave error in your quick article concerning Sega Ages on page 46. You show two pictures of *Phantasy Star* and ask us to compare the old to the new graphically enhanced version. The problem is, the old picture is from *Phantasy Star II*, and the new picture is from the remade *Phantasy Star*.

Now, comparing the new picture of *Phantasy Star* to the old Sega Master System version, the game looks great, though a bit comic-book styled. I can't wait to see how they handle the dungeons (the original used a semi-first-person perspective where the last

three *Phantasy Stars* took a top-down perspective. Thanks for all the great coverage your magazine gives every month!

Sean Murphy  
Dover, DE

You're right—thanks for pointing out our mistake. To make it up to you, Sean, here's a comparison featuring the original game.

## A Square Deal

Now that Square and Enix have just made one of the largest and potentially greatest gaming mergers ever (as detailed last issue, the bar in RPG games will be raised to the nth level. And who benefits from this little merger? Well, Enix actually, but we gamers definitely come in at a close second. I can't wait for the first *Final Fantasy/Dragon Age* crossover—please be dubbed! Square has always been about class and commitment to excellence. They've always stayed true to the idea that to make a game great, you must say it all on the line.

Jeremy Orlikowski  
prophet\_ange  
faholma.com



We're excited about it, too, Jeremy. There'll be an awful lot of talent in Square Enix, Inc. (or, as we prefer, "Squenix") come April 1—well, if it still happens. Apparently, there are rumors that stockholders in Square aren't satisfied with the value of Square stock compared to that of Enix and could potentially veto the merger. We expect the merger to go through, but we'll keep you posted.

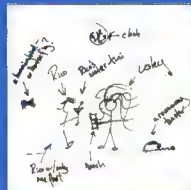
## This Issue Brought to You By the Letters J and S

It's sad but true that through my research, I found that *OPM* is indeed biased. Flipping through the letters sections of *OPM* issues 38-66 and taking note of the names of people who made it into each issue, I found that your odds of being printed are greatly improved if your name or e-mail starts with the letter J or S, having nearly double the appearance as their closest competitor. M. Bias is never a pretty thing, but luckily my name starts with a J.

Jeff Daniel  
Whatham\_761336@yahoo.com

We've done some research of our own and discovered that 100 percent of the people who have been printed in *OPM* and are named Jeff Daniel have way too much time on their hands.

## ASK US ANYTHING! Gabe Logan's favorite section



### FOCUSSED

Q. I was recently surprised by the simplest reason I don't want to say why, and now I can't play videogames at all. Now I don't know what to do and days feel like years. Do you know what I should do? My name is [redacted] and I live in [redacted].

A. [redacted]

Stick figures will do. If you get really good at it, when you're alone you can draw stick figures on napkins at your meeting the next time you're talking to, and you'll charm her in a serious way. And you'll also be a legend at parties.

### KEYBOARD QUEST

Q. Which keyboards work best with the PlayStation 2? I've heard USB keyboards are better, but I don't want to use a USB keyboard.

A. [redacted]

Q. I recently saw a keyboard for about \$20, but if you have another 50 bucks, there are some keyboards that are worth the extra money. I want a keyboard that is good for gaming.

### MORE GAMES

Q. Are there plans for a new game in the series?

A. [redacted]

Q. There are rumors of a sequel to the game. Is it true?

### MORE DRAGON BALL Z

Q. I got *Dragon Ball Z: Budokai*, and the only thing wrong with the game is that it doesn't go far enough into the story of each warrior. I wish there was a game that went even further into the story.

A. [redacted]

Q. I'm looking for a new game to play. I want a game that is good for gaming.

A. [redacted]

### I MUST DRAFT

Q. Where the hell on the planet is the most beautiful place?

A. [redacted]

Q. I want to know more about the game.

A. [redacted]

Q. I want to know more about the game.

A. [redacted]

Q. I want to know more about the game.

A. [redacted]

Q. I want to know more about the game.

A. [redacted]

Q. I want to know more about the game.

A. [redacted]

## TATTOO OF THE MONTH

It's an epidemic! For the third month in a row, a fan has sent us a picture of a gaming-related tattoo. Keep sending them to [combin@tattoos.com](mailto:combin@tattoos.com) (subject: TATTOO) and we'll keep printing them.

Hi, I've been reading your maga zine for a long time, and I was reading the letter from Mary Durali, who got the Squaresoft logo tattooed on her arm in issue 64. Well, I just wanted you to know that I have a Squaresoft tattoo that

I want everyone to see. The tattoo can be found in one of my favorite games, *Vagrant Story*, on several of the characters. Adam "Squaresoft Fanatic" Gucci [cad1@tattoo.com](mailto:cad1@tattoo.com)







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*— OPM (March 2002)*

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# SPIN

News, views,  
opinion, wit,  
and wisdom.

50

## YU-GI-WHA?

It's really not so bad

We look into the massive phenomenon that's about to take over your PS2.

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Screens and John on Namco's spectacular fighter. With a little... [page 32](#)

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Plan out your time for... [page 34](#)

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It's finally confirmed to come out this fall! (The question: 2D or not 2D?) [page 46](#)

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### Only in Japan

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### Cash Master

Our IBM focus tracks down the latest gossip on all things gaming. [page 57](#)

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### Media Blowout

Three pages of music and movie reviews. Because, you know, your PS2 plays DVDs. [page 58](#)

## PS3 DRAWS CLOSER STILL

POWERED BY THE MYSTERIOUS CELL

**S**ony's plan for the next PlayStation generation revealed in a speech by Shinichi Okamoto, senior vice president of research and development at SCEI, at the Game Developers Conference last March. In his speech, Okamoto commented that Sony's next box would make good on some of PS2's unfulfilled promises, most notably its use as a broad-based box.

Since then, important details have been revealed that prove significant progress is being made. First, in late 2002, it was announced that collaborating engineers at IBM, Sony, and Toshiba had completed the inner workings of a mysterious new processor dubbed Cell. Described as "a supercomputer on a chip," the multimedia processor was not, at the time, officially announced as the CPU for PS3. Then, in early January, came the announcement that IBM had been chosen ahead of Toshiba (manufacturer of the PS2 Emotion Engine) to construct the new PS3 CPU and that the new chip would indeed be the Cell.



So, what does the new chip do? Unlike the Emotion Engine, it's not designed solely as the central brain for a new system. Developed at an IBM lab in Austin, Texas, the chip is said to be capable of some truly incredible feats. The eventual goal is for Cell to be an integral part of many "intelligent" devices in the home, all of which are networked together. When networked, tasks are divided up between Cells so they can be processed as quickly and efficiently as possible. Think of it like the Borg collective—except that I will be your PS3 working with your Cell-enabled television, and any other

*Game's Connected via the Internet*

If it all sounds a bit science-fiction, it is. Sony has been bullish for several years about the possibilities of using the Internet in more ways than just connecting players, and with this ambitious project, it's certainly pushing boundaries. Although the idea of sharing a multiplicity of tasks between different devices may be far-fetched, the concept of a network of PS3s working together is something that's very likely to happen.

### WHEN WILL WE SEE IT?

At the moment, any indication of a release date for this new system is pure speculation. However, given that a contract to manufacture the chips has now been signed, it seems likely that announcements will follow this year. SCEA is typically quiet on the subject. We have not made any announcements regarding the PS3, we were told. The PS2 is only two years young. We are continuing to optimize the success of the PS2, with sales continuing to soar. With the recent launch of the network adapter, our focus into online gaming. The console has life yet to live.

That said, based on recent developments, an educated guess would point to a 2005 rollout in the United States and an earlier Japanese launch (as usual). We'll keep you posted on developments in the coming months. ☺





**40**  
**DRIBBLE**  
MBA Stewart returns  
Beverly Hills



**47**  
**BUNNIES!**  
Playboy Playmates  
Hollywood Fla.



**48**  
**XENOCIDE**  
Xenocore.com released  
New York

# PATRIOT GAME

Prime yourself for Tom Clancy's *Splinter Cell* with 10 random facts

**S**plinter Cell is an offshoot of an incredibly successful series of novels written by Tom Clancy. We thought it'd be good to fill you in on some important details while you're waiting for this incredible-looking game.

1. The game was originally intended for release on all systems. Early in its development, it became an Xbox exclusive product. That exclusivity will last just six months, when the game is released for PS2 in March.

2. Michael Ironside, a man whose movie career is most politely described as "checked," voices the game's hero, Sam Fisher. You want examples of his work? How about *Fairytales and Pornography* (we've never heard of it either), *Starship Troopers*, *The Next Karate Kid*, *Red Scorpion 2*, and the appalling *Highlander 2*.

3. Fisher is the first operative in a new NSA division known as *Third Echelon*. It's a covert-ops division with the freedom to do, well, pretty much whatever it wants.

4. The term "splinter cell" refers to the fact that Fisher acts alone and with extraordinary freedom as a military officer.

5. The game is the first bearing Tom Clancy's name but not directly influenced by his hand. It stays true to the universe created in Clancy's Jack Ryan novels and is essentially a side story to the later books.

6. Jack Ryan—played by Alec Baldwin, Harrison Ford, and Ben Affleck in various film adaptations of Clancy's books—begins the series as a CIA analyst and later becomes president.

7. The plot of the game focuses on a conflict between Georgia and China. If you read Clancy's books, you'll know this provides an extension to the story developed in his novel *The Bear and the Dragon*.

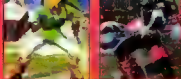
8. Want to read all the Jack Ryan books to fully prepare yourself? The storylines don't run in the same order as the books were actually published:  
1) *Without Remorse*  
2) *Patriot Games*

3) *Red Rabbit*  
4) *The Hunt for Red October*  
5) *The Cardinal of the Kremlin*  
6) *Clear and Present Danger*  
7) *The Sum of All Fears*  
8) *Debt of Honor*  
9) *Executive Orders*  
10) *Rainbow Six*  
11) *The Bear and the Dragon*

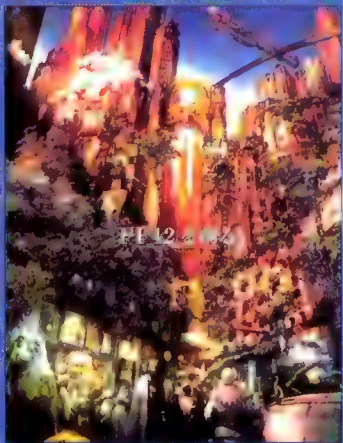
9. There will be just one more book in the Jack Ryan saga. It's currently code-named *Hits* and will be released in August 2004.

10. Tom Clancy's *Ghost Recon* (reviewed last issue) is a spinoff of the *Rainbow Six* storyline. The *Rainbow Six* novel features a peripheral character named John Clark, an ex-Navy SEAL who's a C.A. operative and the C.O. of the secret multinational anti-terrorism squad code-named *Rainbow*.





## Final Fantasy XII Teaser



Finally, all the pieces are in place. The final teaser for Final Fantasy XII is here, and it's a pretty good one. The image shows a large, fiery explosion in a desert landscape, with ancient ruins visible in the background. The image is a screenshot from the game, and it's a pretty good one. The image shows a large, fiery explosion in a desert landscape, with ancient ruins visible in the background. The image is a screenshot from the game, and it's a pretty good one.

## A New Crisis For Namco



With Namco's *Gradius* franchise, the company has a long history of creating some of the most popular arcade games of all time. Now, the company is bringing the franchise back to the PlayStation 2 with a new game, *Gradius V*. The game is being developed by the PlayStation 2 team, and it's a pretty good one.

## Gradius Returns to PS2

For the first time in over a decade, the *Gradius* franchise is returning to the PlayStation 2. The game is being developed by the PlayStation 2 team, and it's a pretty good one. The game is being developed by the PlayStation 2 team, and it's a pretty good one.

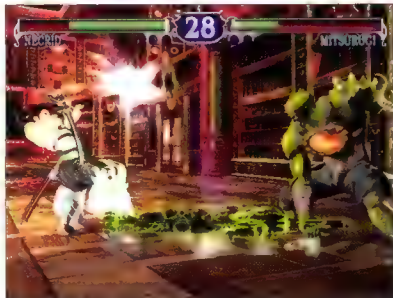
# A HIGHER CALIBUR

Surprises abound in Namco's highly anticipated 3D fighter



**TEKKEN VET**  
Don't underestimate him  
Heihachi may be old and bald  
but he'll still kick your ass.

If you were excited by the images of the arcade version of *Soul Calibur 2* that we've been running over the past year, then hang on to your hats. Here are the first-ever PS2 raptures, and they show off two of the game's new additions. Heihachi and Nrvud. Although Clive heard last month that "Nrvud" would be an exclusive bonus character in the PS2 game, it turns out he'll be in the Xbox version instead. We get *Tekken's* Heihachi. Great news for some of you, a bummer for others. Also, every version of *Soul Calibur 2* will have Nrvud, a new character created for the game by Todd McFarlane. Better still, Namco hints that several more special characters will be revealed between now and the game's August release.



## War of McFarlane's Monsters

Todd McFarlane is a busy guy. In addition to creating *Necrid* for *Soul Calibur 2*, he's working with Konami on a game based on his McFarlane's Monsters line of action figures. The characters, which are his take on such popular monsters as Dracula and Frankenstein, will be incorporated into a 19th-century *Dynasty Warriors*-style multi-player action game. Featuring hundreds of his monster designs, both new and old—the title is set for release this fall. For more info on the McFarlane's Monsters figures, check out *Wired*, *Entertainment Weekly*, and for more on the game, stay tuned to *DPN*.





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PlayStation 2



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## DATEBOOK

# FEBRUARY 2K3

SUNDAY

MONDAY

TUESDAY

WEDNESDAY

THURSDAY

FRIDAY

SATURDAY

1

2

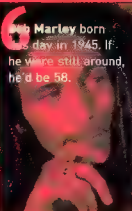


**Vex** should be in stores today, along with *hack//INFECTION* and *BattleBots*. Also look out for Logitech's awesome NetPlay controller.

**Sweet Home Alabama SE**, Ridley Scott's super-duper version of *Thelma & Louise* both available on DVD today.

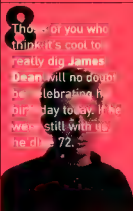
**William Burroughs** born this day 1914 (he died in 1997). Did you know that he's responsible for the term "heavy metal" as a description for heavy rock? Neither did we.

6



**Marley** born this day in 1945. If he were still around, he'd be 58.

8



**Shanghai Knights** in theaters, along with primo date-movie material (as long as you ignore the title) *How to Lose a Guy*. Those of you who think it's cool to really dig **James Dean** will no doubt be celebrating his birthday today. If he were still with us, he'd be 72.

9

Put in your girlfriend's good side today. **Big Fat Greek Wedding** on DVD today. Get in your boyfriend's good side today. **Special Edition DVD** today! Also look for *My Big Fat Greek Wedding*.

**Abraham Lincoln's** birthday, he'd be 162. He's still around. He shares a birthday with **Charles Darwin**. Did they ever party together? We don't know.

13

**One Hour Photo** out on DVD today. Also watch out for *Disaster Report*, *PID's*, *Dark Cloud 2*, *My Street*, *World War III*, *Yo-9i-Ohi Duellists of the Roses* and *Yo-9i-Ohi Duellists of the Roses*.

**Valentine's Day**. A good day to go to a movie. *Daredevil* is the big flick of the day. If you can't stand the thought of Ben Affleck, don't forget that Jennifer Garner is in it too.

15



The dad of modern humor, **Matt Groening**, turns 49 today.

16



19

**Robert Altman** turns 78 today. Nothing else worth of note happens.

Another big movie **Erin...** *Gods and Generals*, *The Life of David Gale*, *Pool Hall Junkies*, *Old School* (something for the Porky's generation!), *Dark Blue*, *Deliver Us from Evil* and *Dischord* are all out today.

22

The dad of the modern sports car, **Enzo Ferrari**, was born this day in 1898. 105 years later, the company bearing his name finally names a car after him.

23

**Yogen Marx** born in 1901. This is also the day that (take a deep breath) **Lara Croft: Tomb Raider: The Angel of Darkness** is scheduled to come out. We don't believe it, though. Expect it in March.

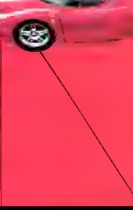


26



**The Hunted**, *The Guest* and *Cradle 2* (The Grave) all out in theaters today.

28









# MIDWAY SPORTS™ CHEERLEADER JUDGING CONTEST



Win a trip to Spring Training™ to meet the cover athlete of *MLB™ SlugFest 20-04* videogame and be a judge in the nationwide Midway Sports Cheerleader search.

Midway Sports is conducting a search for the next Midway Sports Cheerleaders, and you have a chance to be a part of the action.

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No purchase necessary to enter or win. Sweepstakes begins on January 14, 2003 at 12:00 p.m. (E.S.T.), and ends March 10, 2003 at 11:59 p.m. (E.T.). Enter online only at [www.midwaysports.net](http://www.midwaysports.net) (full rules available at that site). Sweepstakes open to residents of the 48 contiguous United States, excluding Florida residents, who are not eligible. Must be male, 18 or older, and have Internet access, and be available to travel on or around March 18, 2003. Prize includes three day trip to one to Miami and tickets to watch Jim Edmonds in spring training. ARV: \$2,300.



## IGNITE YOUR GAME™

Meet *MLB™ SlugFest 20-04* cover athlete Jim Edmonds and help pick the next *SlugFest* Cheerleaders

Vote for your favorite cheerleader



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*MLB™ SlugFest 20-04* is the exclusive, aggressive-style baseball videogame with key features that please the most hardcore sports fans.



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Strong Lyrics  
Violence



Best Fighting Game





**BREAK FACES**



**DRAW BLOOD**

**FOR ALL THE PAIN HE'S IN,  
QUITTING WOULD FEEL  
MUCH WORSE.**

**PRIDE FC**  
FIGHTING CHAMPIONSHIPS

**WIN AT ALL COSTS**



**DISLOCATE LIMBS**



DREAM STAGE  
ENTERTAINMENT



[www.thq.com](http://www.thq.com)





**Man!  
You don't  
know**

# Street



To be a legend, you've got to beat the legends. Vol. 2 is what legends are made of.

**W**

hen "The Game" phenomenon broke through in 1992, Mike James, being it up to the case of the game's resurgence, was the star of NBA history.

By the time of the 1993 season, James, Charles Barkley, and other players were making a name for themselves. In 1994, the game's popularity was at its peak. The game's popularity was at its peak. The game's popularity was at its peak.

It's the story of a game that has become a global phenomenon. It's the story of a game that has become a global phenomenon. It's the story of a game that has become a global phenomenon.

That's the story. And now, in NBA Street Vol. 2, you can experience the game like never before. It's the story of a game that has become a global phenomenon. It's the story of a game that has become a global phenomenon.

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1. **Productivity** is the amount of output produced per unit of input.



months to get *Vol. 2* ready (*Madden*, by comparison, has only an 11-month development cycle). Eighteen months: That's enough time for Michael Jordan to retire and unretire three more times. But the long cycle, the larger-than-life athletes, and the cultural infusion are a few ways the *Street* series has broken rules and continued to set the tone for the entire EA Big series. The coolest bits of basketball culture ooze from every crack of *Street*'s polygonal pavement.

"With *Street*, we carved out a new experience: heavy on gaming, light on pop culture," says Mozell. "With *Vol. 2*, we took it to a new level and made the experience more credible and more believable. We're celebrating the game of basketball and all the things that make it special to the audience."

While the celebration will be televised, it's not done in a traditional broadcast sense, as we learned from the first *Street*.

"What happens in Vol. 2 doesn't take place on television. It's about capturing the baddest moments basketball has to offer," says Mozell. "It's cultivated through in-game beats by Just Blaze, and the inclusion of announcer Bobbito Garcia, who's chillin' at the court and droppin' bombs. Our replays are even raw, since they look like they're being shot by someone standing right on the court with a handheld camera."

But the in-game music isn't just *Just*. The soundtrack includes old-school beats like Black Sheep's "The Choice is Yours." Plus, Mr. *Hot In Herre* himself, Nelly, not only serves up a track exclusive to *Vol. 2* ("Not in My House"), but he and his posse—St. Lunatics—are also unlockable ballers. How's that for soliciting cultures?

2. Also known as DJ Cucumber Slice, Bobbito wrote the landmark article "Confessions of a Sneaker Addict" for *The Source* magazine in 1991. The article explored hip-hop's affinity for fashion and foreshadowed the boom in old-school sneaker reissues.

In Vol. 2, Bobbito plays a loose-tipped announcer whose mouth could get him more techni-

cal fouls than Rasheed Wallace and Kenyon Martin combined. The way jabs and praise dance off his tongue, he sounds like a hoops-crazed Eminem. If it came down to an 8 Mile-style battle between Vol. 2's Bobbito and Street's Joe "The Show," poor Joe wouldn't stand a chance

But beyond hip-hop icons, the game's artistic influences and execution step it up to a new level. *Vol. 2's* lengthy list of source material shows that no old-school reference was ignored. There's an electric undercurrent of pop culture showing this is more than a sequel. Retrofitting a PS2 game and making it feel like 1975 at Rucker Park was no accident.

"Our Main menu image is influenced by '70s film posters, but the background is state-of-the-art 3D. It's stylized to feel retro," says Kirk Gibbons, Vol. 2's art director. "We wanted the game to influence pop culture. So, aside from graffiti, we looked at contemporary fine artists and designers that are influencing fine art, hip-hop, and street culture. Guys like Evan Hecox and Dave Kinsey are perfect examples. For the cine-

**Do you  
know your  
Legends**



1997, 1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 26



**Moses Mink**  
**Pete Murray**  
**Earl Mumpson**  
**Gear Roby**  
**Bill Russell**  
**Jack Tracy**  
**David T. Walker**  
**Paul Walker**  
**Sammy Williams**

## Ridiculous Moments in ABA History



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matic feel, we borrowed from Spike Lee, John Singleton, and David Fincher. Films influenced the game's look."

Beyond the game's front-end vibe, the gritty settings and muddy players from *Street* have been replaced by a look that's fresher than a Magic Johnson finger roll. It feels like the *Street* team settled in for a *White Shadow* marathon on WGN to get in the mood.

"When you look at movies, anime, and urban art, artists want to differentiate the subject from the environment," says



DO YOU GOT DUNKS?

If you're in the '80s, you might. Otherwise, looking for it  
 involves looking for the "DJ Cucumber Slice" (aka "The Duke").

## EVER HEARD OF DJ CUCUMBER SLICE?

DJ on 87.3 FM in NYC, magazine writer, and now *NBA Street Vol. 2* announcer, Bobbito's got more verbiage than Maravich has moves. We settled him down and got him talkin' *Street*, *street*, and droppin' bombs.

### How'd you find out about *Vol. 2*?

Jimmy Smith linked me in. I've done about 40-plus TV/radio spots with Wieden and Kennedy (an advertising agency) since '94. There was the Nike-Vince Carter-Rucker '78 spot where I portrayed the announcer. Anyway, Jimmy was working on *Vol. 2* and suggested to EA that they use me. I had just come off announcing the Nike Battlegrounds One-on-One Championship in New York, so I was amped.

**What was the process for running your lines? Did you ad-lib or go straight from the script?**  
 I mostly ad-libbed, but with the amount of lines they needed for the game, I couldn't help but read some after a while. But, even those I did with my *savoir*. I'd put a little intonation or energy into the words to make them identifiable as (coming from) my character. So, in essence, I *did* ad-lib everything. I don't think EA really had a clue what they were

in for when they hired me!

### What's your favorite ad-lib?

"Off the Meat Rackazoni!"

### What's the best part of *Vol. 2*?

I like the fantasy aspect of NBA players participating in playground basketball. So many people would love the opportunity to go up against NBA-level athletes, but how often does a 6-foot-9-inch highflier with a handle show up around your way to run fults? And what's the likelihood of you being able to compete? So, the game allows experiencing that on an equal plane.

### You used to play ball. You ever run at Rucker?

Used to play ball? I still do, and always will till my knees buckle. In '95, I played in the Entertainment Basketball Classic at Rucker Playground on 159th. Our squad didn't win many games, but I held my own. My funniest memory up there was the game when

announcer Duke Tango called me Danny DeVito—rhymes with Bobbito—after I missed a 27-footer! The crowd was laughing so hard, and I was, too.

### What's the best player you've ever seen play?

I grew up playing alongside The Goat, but he was 20 years my elder and way past his prime. I knew his legend and it was apparent that he must've been phenomenal by the way he was still playing in his late 30s. The best player I ever got to see live would have to be Walter Berry. I was announcing a game at BMCC in this college division league in '83. He showed up at halftime and dropped 41 points. He had handle, hops, and hangtime. I loved his game. It was so street.

### What's cooler: a Dr. J jersey or a pair of Nike Dunkes?

A trip to Puerto Rico to play ball at night on *una cancha asura* would be the coolest of the cool.



### If you could have only one Mitchell & Ness jersey in your collection, whose would it be?

In the early '60s, my father, Ramon Garcia, put together the first ethnically mixed team of Afro-Rican, Afro-American, and Irish-American players on the Upper West Side. It was an

attempt to ease tensions between these groups at the Jean of Arc J.H.S. night-center league. It worked and they won a lot of games.

I have his 40-year-old jersey, but it's falling apart. It'd be dope to get one fresh that I could give to my family to remember him by.

# If you suck, at least no one will know who you are.



Look for this icon on SOCOM: U.S. Navy SEALs and other PlayStation 2 games with online capability.

www.playstation.com. Online play requires Internet connection and Network Adaptor for PlayStation 2 (sold separately). "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. SOCOM ©2002 Sony Computer Entertainment America Inc. "Live in Your World, Play in Ours" and the "Online" logo are trademarks of Sony Computer Entertainment America Inc.



LIVE IN YOUR WORLD.  
PLAY IN OURS.





Jimmy Smith is the man behind-the-scenes, but you've seen his work if you watch sports on TV. From Nike commercials to a Broadway performance in progress, Smith brought mad soul to Vol. 2.

Wil Moe D (aka Vol. 2 producer Wil Mozell) saw some of my Nike basketball work (Freestyle and the Vince Carter/Bootsy Collins stuff) and just decided he wanted to work with me on *Street 2*. The next thing I know, I'm talking to him on the phone.

cutting it down to just 25 was mad P-A-I-N-F-U-L. You don't know how many of my heroes were left on the cutting-room floor. Trying to decide who belonged and who didn't was like trying to decide which one of my eyes belonged on my face, my right one or my left one. But it was crazy fun, though. I felt like the dopest GM in the world, like Jerry West.

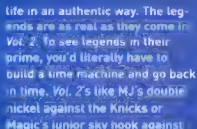
Darrel "Chocolate Thunder" Dawkins, the only man from the planet Love Tron. Sure, Magic Bird, Doc, and Wilt are the first cats that come to mind, but Chocolate Thunder brings flavor

My old-school cats would be Russell, Magic, and Jordan, cause they got the most rings. My new-school jacks would be Shaq, Kobe, and Jordan, cause they got the most rings, too!

Do you remember watching Earl "The Pearl"? Now does he fit into the old-school feel of Vol. 2? My mom was a mad-crazy Knicks fan. That was all she'd talk about.

has the Knicks and Black Jesus. So, I kinda had the love for his game impregnated into my brain by my mom. I don't really remember seeing him play, but thanks to Mom's descriptions, I know all of his moves inside and out. Then when I met him and did a Nike commercial with him, we talked for hours. I felt like I had known the cat all of my life. So he was one of the players that I voted for first as having to be in Vol 2. He's where we got that move in the game where a player can make a pass off the backboard. We got it from Black Jesus! The Rucker Park, Gaker League, and Madison Square Garden legend. If Dr. J is the heart of Street, then Black Jesus is the soul!

**How important is Vol. 2 to the history of heaps?**  
It's important because it brings the legends of the game back to



he Celtics. Or Dr. J taking off from the foul line in the ABA Dunk contest. These moments have become immortalized, and predict that the same thing will happen with Vol. 2. It's one of those games that people will always talk about. Always.

**“Best on the block”  
doesn’t mean  
much anymore.**



Look for this icon on My Street™ and other PlayStation 2 games with online capability.



www.playstation.com. Online play requires Internet connection and Network Adaptor for PlayStation 2 sold separately. My Street is a trademark of Sony Computer Entertainment Inc. ©2002 Sony Computer Entertainment America Inc. Designed and developed by Idol Minds. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The "Online" logo and "Live in Your World. Play in Ours" are trademarks of Sony Computer Entertainment America Inc.

LIVE IN YOUR WORLD  
PLAY IN OURS

## FUTURE FUN ON PS2

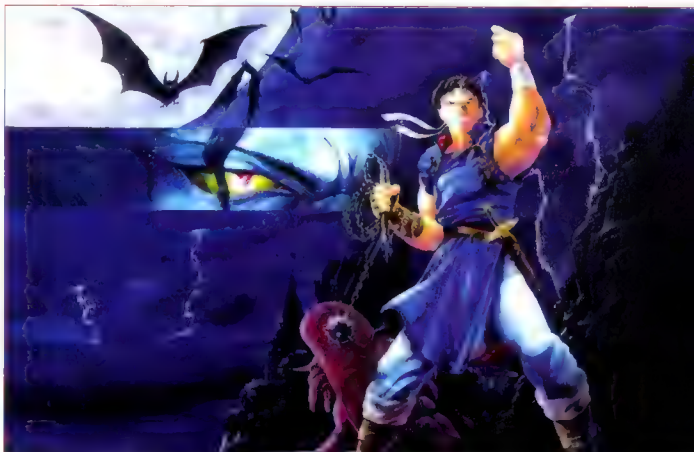
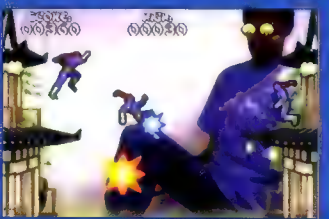


**T**hese days, it's not enough to immerse you in a game. You want to go even deeper into your gaming experience? Well, some of the new titles and technologies from Sony may soon make your dream a reality. Here's a look at some of the new stuff we're talking about.

This spring in Japan, Sony will release new games that use the voice-chat headset that's packaged with SOCOM (United States). One game in particular intrigued: *Titled Detective*. It puts you in control of a 1930s police detective. The cool part? You can actually speak to other characters in the game. When a yellow indicator pops up onscreen, you give other characters voice commands, or you can even question a suspect. And if you think that's incredible, get this: The game comes with Sony's Aibo dog, which will act as the companion of your partner dog in the game.

Also new in Japan is this midrange headset for the PS2. What's great about it is that it includes a built-in microphone. So, if you want to go deeper into the game, you can use the headset to talk to other players. And, if you want to go even deeper, you can use the headset to talk to other players. And, if you want to go even deeper, you can use the headset to talk to other players.

At E3, Sony is gearing up for the launch of EyeToy, a device that lets players interact with their PS2 with no peripherals whatsoever. Just place the included digital camera atop your television, and the EyeToy captures movements and transfers them directly into the game. In one title, for example, you throw a punch or do a back kick, and your virtual persona will re-create your movements, kicking the crap out of little enemies on your screen. It may sound gimmicky at the moment, but it's a pretty cool idea.



## CASTLEVANIA RETURNS

Prepare to journey back to Transylvania once again this year

**A** new *Castlevania* for the PS2 has been the subject of speculation for years now. What was in Konami's head, really, hinting at a high-end console game in the works. Well, now we can finally go on record: *Castlevania* is indeed coming to the PS2, and is scheduled for release this fall.

*Castlevania: Symphony of the Night* producer Koji Igarashi and his team in Tokyo are hard at work trying to make this currently unnamed *Castlevania* the best *Dracula* battle yet. While Igarashi has been shy with the details at this early stage, he has revealed that it will introduce a brand new hero into the *Castlevania* legacy.

As for the big question of whether the game will be in 2D or 3D, Igarashi seems to have a clear answer. "I think 2D and 3D both have good points, but the market has clearly shifted to 3D. So, I want to try something in between," Igarashi says. "In the past, the Nintendo 64 *Castlevanias* attempted 3D and many would say they failed. Because of this, most people tend to think that *Castlevania* wouldn't work in 3D and that it should be kept 2D. I'm of the opinion that it can be done. What I'm thinking of will surprise people. It could perhaps even upset some people. But, regardless, it will be cool."

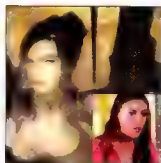
## DREAM CAST

Let's face it—the story in *Contra*. *Shattered Soldier* absolutely blows. There's no reason to think our hypothetical movie could do much better—especially if we throw in a huge monster—with faces for asses and expect audiences to take them seriously. So, why not just cast the most appropriate kick-ass action stars for the roles?

Got any ideas for a *Dream Cast* of your own for another game? Send them to us at [dreamcast@spin.com](mailto:dreamcast@spin.com) with the subject DREAM CAST.



**Bill Rizer:**  
**Dolph Lundgren**  
Nowadays, Dolph stars in movies with names like *Alien Agent*, *Straight Blast*, and *Sweepers*. *Contra* has got to be a step up!



**Lucia:**  
**Alyssa Milano**  
So what if Alyssa's not really an action star? She's mega-hot, and she was in *Double Dragon* (hopefully, *Contra* won't be as bad as that one).



**Lance Bean:** **Jean-Claude Van Damme**  
It's a veritable *Universal Soldier* reunion, as Jean-Claude squares off against Dolph once more. But this time, Timecop's the bad guy.



**Spunky, the Informer:**  
**Emmanuel Lewis**  
OK, so maybe there is no Spunky in *Contra*—but there will be! Besides, who can resist such premiere Hollywood talent as Webster?



# 34 DDD

Playmate Miriam Gonzalez's  
waist size: And she's only 111  
pounds! Take that, Lara Croft!

## PLAYMATES PLAY PS2

Bunnies hop for online games



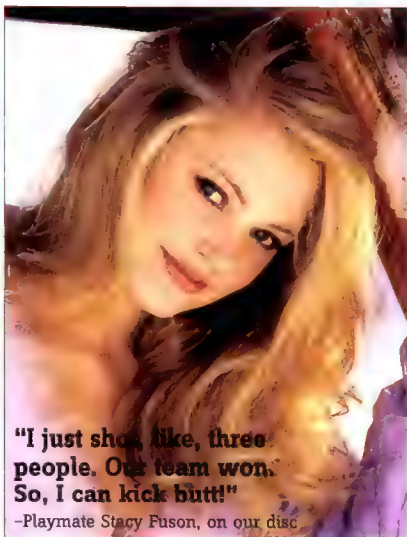
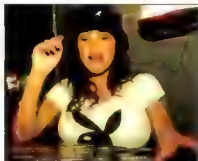
**T**he next time you take out a terrorist in *SOCOM*, think about this: The person you just shot might actually be a Playboy Playmate. In a series of recent events, Sony partnered with Playboy to host several online gaming showcases featuring *SOCOM*, *U.S. Navy SEALs*, and *ATV Offroad Fury 2*. Playmates were on hand to emcee the events, participate in competitions, and sign autographs for fans.

So, what brought Playboy and Sony together? "We wanted to target the male, college-age consumer—an area where Playboy is very strong," says SCEA product manager John Koler. "The marriage of Playmates, college students, and videogames was really a no-brainer."

As for the Playmates, some of them enjoyed the events as much as the fans did. A few of the Playmates liked *SOCOM* and *ATV Offroad Fury 2* so much that they've even started playing online at home, Koler claims.

### Gamers abreast

Playmate Miriam Gonzalez dots the 's in her signature on an *ATV Offroad Fury 2* poster (right). Terrorists beware! Playmate Dalene Kurtis is hot on your trail (top right). Playmates Stacy Fuson and Dalene Kurtis celebrate victory with a chest bump (far right).



**"I just shot like, three people. One team won. So, I can kick butt!"**

—Playmate Stacy Fuson, on our disc

# No one will mind if you play naked.



Look for this icon on *ATV Offroad Fury 2* and other PlayStation 2 games with online capability.

www.playstation.com. Online play requires Internet connection and Network Adaptor for PlayStation 2 (sold separately). "PlayStation" and the "PS" Family logos are registered trademarks of Sony Computer Entertainment Inc. *ATV Offroad Fury* is a trademark of Sony Computer Entertainment America Inc. Developed by Rainbow Studios. ©2002 Sony Computer Entertainment America Inc. "Live In Your World, Play In Ours" and the "Online" logo are trademarks of Sony Computer Entertainment America Inc.



LIVE IN YOUR WORLD.  
PLAY IN OURS.



**Sexy Limited Edition PS2 Colors!**  
Featuring a fiberglass casing and a European auto paint job, these special PS2s (ranging in color from Snow White to Astral Blue) are just about the coolest thing ever. With a matching vertical stand, they're a deal at \$314.99. Check [www.playstation.com](http://www.playstation.com) before it's too late!

## THE WATCHDOG

### WHO CENSORED BMX XXX?

By now, you all know the saga of Acclaim's *BMX XXX* for PS2. The game was to feature topless women doing lunge-like stunts on bikes. Then, trouble, Dave Mirra, whose name and likeness grace other Acclaim BMX games, had both removed from *XXX*. Wal-Mart and several other chains announced they wouldn't carry the game. And Sony stepped in and asked Acclaim to cover up the topless girls.



Is this censorship in action? The short answer is no. The one entity whose censorial powers we should truly fear—the U.S. government—is notably absent. Uncle Sam is thankfully silent on the issue of topless virtual sport-bike competition. The slightly longer answer is also no, because someone who really wants nippleage with his or her bike tricks can get the unpurged version on GameCube or Xbox through retailers willing to sell the title [of which there are many]. You can find the game, and the Feds won't bust down your door for having it.

However, in a very narrow sense, yes, *BMX XXX* has been censored. Who's the culprit? Not Dave Mirra, as his refusal to attach his name to the game didn't stop it from being made. And not the retailers, either. Yes, Wal-Mart has a great deal of influence; videogame manufacturers regularly modify content or packaging to make it onto Wal-Mart shelves. But any business can decide what it wants to carry, and game makers can choose between modifying the game or just ignoring Wal-Mart.

It's Sony that gets the censorship prize here, because Sony controls the PS2 platform. So when the company wants something from game makers, it happens. In this case, Sony told Acclaim to cover up the boobs; Acclaim, looking at the PS2's massive customer base, did as it was told. In one sense, Sony's decision is no different than Wal-Mart's decision to not sell content that it finds offensive, but as Sony is the gatekeeper to the console, its relative power is greater. If you want a game or CD, Wal-Mart doesn't sell, you can find it elsewhere. But you'll never find a PS2 game that doesn't meet Sony's standards.

Was Sony right to censor? That's a whole other question, of course—right up there with "why censor *BMX XXX* but not *Grand Theft Auto: Vice City*?" or "why does the non-U.S. PS2 version of *BMX XXX* still have topless babes?" But it's arguable that Sony has a right to censor. It's Sony's platform. It can do what it wants. And ultimately for gamers and everyone else, if someone is going to do it, better Sony than Uncle Sam.

What are your thoughts on censorship? And is *BMX XXX* worth the fuss? Join the discussion on the *OPM* boards at [Gamers.com](http://Gamers.com). Or respond to John Scalzi directly at [john@scalzi.com](mailto:john@scalzi.com). He awaits your uncensored thoughts.

## XENOCIDE

Namco cuts questionable content from *Xenosaga*

**C**ircling a desire to be sensitive to those who are concerned with violence against children, Namco Hometek confirmed that it altered a scene in its epic RPG *Xenosaga*. So what was changed? Not much. In a sequence toward the end of the game (caution: possible spoilers ahead!), Albedo holds MOMO in his lap while he pulls data from her mind. In the original Japanese game, though, Albedo giggles, reaches into MOMO's abdomen, thrusting his arm deep into the young girl's body. According to a Namco representative, Monolith Software was more than willing to make the change. The development team was very cooperative and understanding of the concerns of the North American market, he says. We strongly believe that the changes do not affect the story, the quality, or the creative vision of the Japanese version of the game.

We've seen both the Japanese game and the altered U.S. version, and the change is quite minor. Aside from the placement of Albedo's hand, all else seems untouched. Which strikes us as a bit odd, as the game features so many other possibly questionable moments: from a sultry female android draped on a cross to a crowd of little girls whose broken bodies have been curiously strung about. (Guess you'd have to play the Japanese version, though, and let's be honest, in that I made victory, thrusting his arm into a little girl was just a bit too much.)

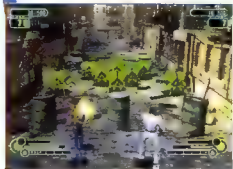


Albedo resists the urge to get too intimate with MOMO in the U.S. release of *Xenosaga*. Pictured on the left is the original Japanese version, and on the right is the altered U.S. version.



### Invading Your Space Again

More proof that the classics never die. Just released in Japan is this *Space Invaders* spinoff called *Space Raiders*. From original *Space Invaders* developer Taito, the new game takes the basic concept of moving left to right and blasting aliens, and brings it into the world of 3D. It's fast and fun, so here's hoping it gets picked up for the U.S.



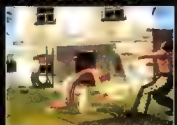
## DATA STREAM

### Pronounced "Yees"



The classic RPG franchise *Ys*, made popular in the early '90s on the TurboGrafx CD system, is headed for the PS2 in Japan. The first two *Ys* titles are being remade for a package called *Ys Eternal*. No U.S. release has been announced.

### Yet a New Low...



You know those late-night TV commercials showing people doing *Jackass*-like stunts to inflict pain on each other? Well, this June you'll be able to relive the carnage in Eidos' *Backyard Wrestling* for PS2.

### "D" for Danger?



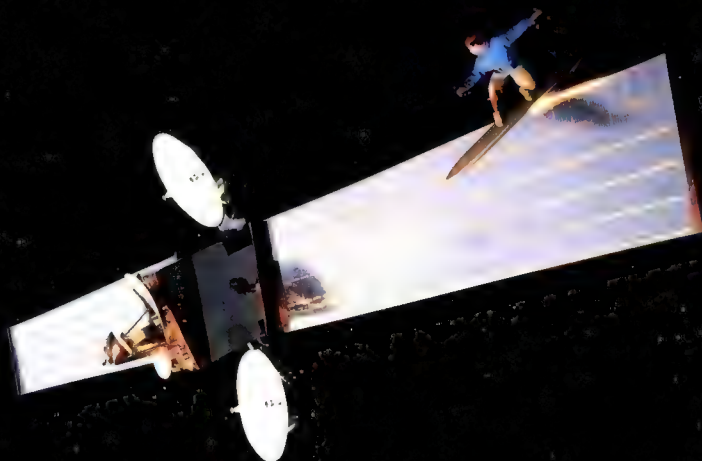
Sega is bringing its latest arcade racer, *Initial D*, to the PS2 this summer. Based on the Japanese anime of the same name, *Initial D* offers story bits as you speed along.

### Keep On Dancin'!



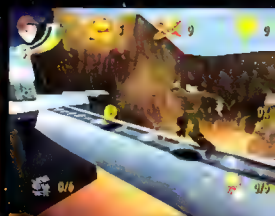
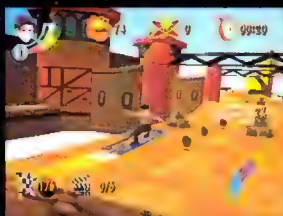
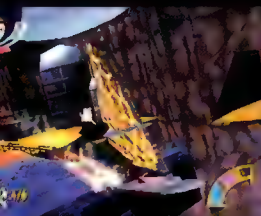
Konami has revealed that it will release *Dance Dance Revolution Max 2* this summer on PS2. Look for another massive roster of tunes along with some new moves that require even more fancy footwork.





Space. The final frontier.

# Disney's TREASURE PLANET



Ride through portals into other universes and catch air a million miles up as you shred your way through an intergalactic treasure hunt in Disney's *Treasure Planet* for PlayStation. Based on the Walt Disney Pictures film *Treasure Planet*, in theatres now.

PlayStation



Mild Violence

"The very first thing that a person visually memorizes is the shape of their palm. The design of Yugi's hairstyle is based on a five-fingered hand."

—Yu-Gi-Oh creator Kazuki Takahashi in *Shonen Jump*

# YU-GI-101

The spiky-haired kid's got spunk!

**Y**ou've tried to ignore it. You tune out the incessant playground chatter of children gushing about the latest cards and toys. You quickly flip past the cartoon on TV. You conveniently overlook the fact that it's been the top-selling PS1 game since its release. But it just won't go away.

Let's face it: *Yu-Gi-Oh* is a massive, mind-blowing worldwide phenomenon, generating more than \$2 billion in sales from comics, toys, collectible cards, and videogames. And now, *Yu-Gi-Oh! Duelists of the Roses* is about to hit the PS2. But before you whimper away, muttering about how this detestable fad threatens to ruin your favorite console, give us a chance to reassure you. We've been doing a bit of research, and guess what? *Yu-Gi-Oh* ain't all that bad. Want proof? Here are five reasons to give *Yu-Gi-Oh* a chance.

## It's not just a cynical merchandising ploy.

We've seen it before: a cartoon created solely to push a line of action figures, trading cards, whatever. At first glance, *Yu-Gi-Oh* seems to fit that mold perfectly—it is, after all, about a kid who plays a card game...which you can then purchase and play yourself. But did you know that the original manga had nothing to do with cards? Instead, it was built around the premise that in each issue, young spiky-haired Yugi would square off against various foes by playing different games. Kazuki Takahashi, *Yu-Gi-Oh*'s creator, originally planned to run a card-game story line for just two issues, but fan response was so enormous that he ended up making the cards the focus of his manga. The actual playing cards were developed later due to popular demand.

## Yugi has a dark side.

We've seen it before: a cartoon created solely to push a line of action figures, trading cards, whatever. At first glance, *Yu-Gi-Oh* seems to fit that mold perfectly—it is, after all, about a kid who plays a card game...which you can then purchase and play yourself. But did you know that the original manga had nothing to do with cards? Instead, it was built around the premise that in each issue, young spiky-haired Yugi would square off against various foes by playing different games. Kazuki Takahashi, *Yu-Gi-Oh*'s creator, originally planned to run a card-game story line for just two issues, but fan response was so enormous that he ended up making the cards the focus of his manga. The actual playing cards were developed later due to popular demand.

## The cartoon is pretty good. Really.

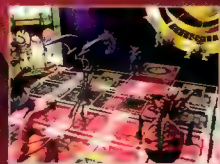
There's something cool about seeing the little guy triumph. Yugi is the classic runt, picked on by everyone, but he always pulls through in the clutch. And while the cartoon often feels like an extended tutorial for the card game, the battles are oddly compelling. No matter what, it's cooler than *Pokémon*.

## The videogame is a meta mind-kick, twice-removed.

In *Yu-Gi-Oh*, games are a metaphor for heroism. "I've always been obsessed with games," Takahashi told *Time* Asia. "In a game, the player becomes the hero. And that's the basic premise for *Yu-Gi-Oh*." The message here? Little Yugi might not have the power to take on bad guys through brute force, but he can still be a big hero by playing the right cards. In the cartoon and manga, Yugi's game-playing heroism is meant to be a heartwarming lesson for us all. But in the videogame, you're playing a virtual character who's playing a virtual game, which you're actually playing for real. So, you're the hero, but you're also the one who's getting a lesson in heroism—from yourself. Wait...did that make any sense?

## Duelists of the Roses is much better than that god-awful PS1 game.

Before you rush out to buy a copy of the PS2 game, keep in mind that we're not promising perfection. But we will go on record as saying that *Duelists of the Roses* is in a different league than the detestable *Forbidden Memories*. The new title features a board system that tosses some serious strategy into the mix, you now have to worry about using position, card placement, and the environment to your advantage. It's more like a game of chess, thanks to its newfound depth. Tune in next month for a full review and game strategy tips!





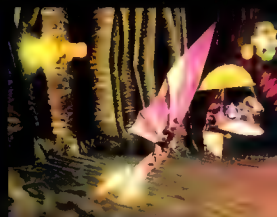
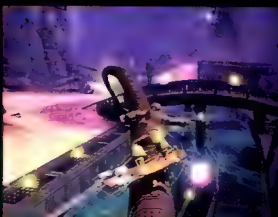
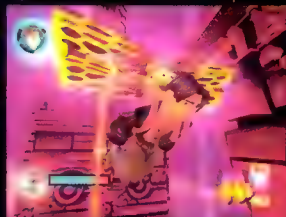
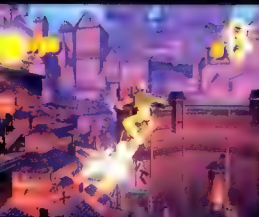


LIVE IN YOUR WORLD.  
PLAY IN OURS.



Solar surfing. Beware of the locals.

## Disney's TREASURE PLANET

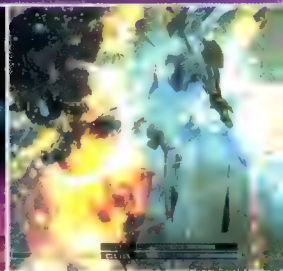
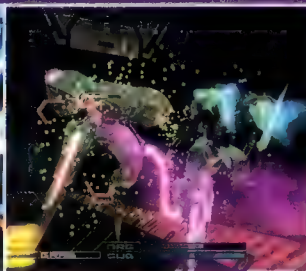
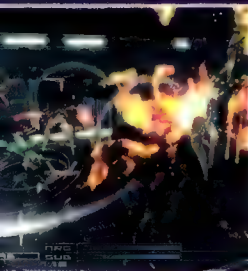


Space pirates. Alien robots. Not the kind of guys you want to drop in on while solar surfing the new frontier. Set sail on an intergalactic treasure hunt on *Treasure Planet*. Also available on PlayStation. Based on the Walt Disney Pictures film *Treasure Planet*, in theatres now.



Mild Violence

PlayStation 2



Visit [www.esrb.org](http://www.esrb.org)  
or call 1-800-771-3772  
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# PlayStation®2

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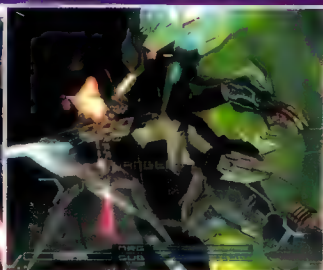
# ZONE OF THE ENDERS

THE 2nd RUNNER



**BIGGER. BETTER. FASTER.**

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Produced by HIDEO KOJIMA

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# BREATH DRAGON

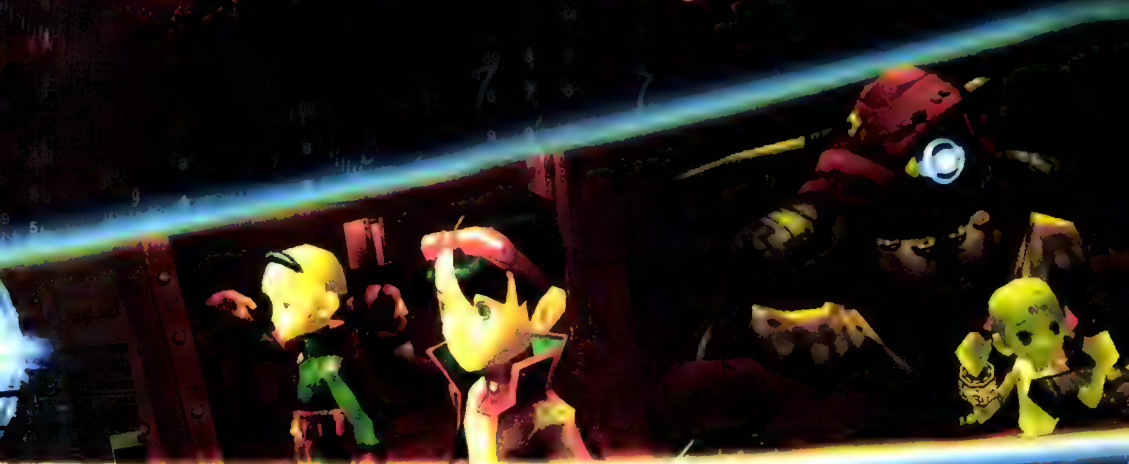


FROM BENEATH THE SURFACE  
A SECRET HIDDEN FOR EONS IS ABOUT TO BE REDISCOVERED



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PlayStation 2

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ONLY IN JAPAN



## I AM SMALL

Let's face it: We're all lazy. We all want a little help here and there with all the daily chores we face. And so the family starring in Victor's new PS2 game has a rather novel solution: Get a tiny alien to do everything. That's the premise of *I Am Small* (stop giggling, please). You play the tiny workaholic from a far corner of the universe on a mission to boldly go where no man has gone before...and to take out the trash. Willingly. Of course, things aren't exactly that straightforward; the presence of evil gremlins and time travelers poking around the household certainly makes sure of that. But have no fear, because while you may be a mere five centimeters tall, you pack a lot of functionality into that frame. You've got the power to launch lightning bolts, the preferred weapon of gods and Sith Lords. You can fly, which tends to be popular among superheroes and Chinese movie stars. You can travel through time, a hot choice with teenagers and mad scientists. You've got super-strength, friend to '80s action heroes and insects. And, of course, you have the ability to listen in on any conversation (with your size, just imagine your access to



the whole house!). So, the game consists of your little alien using those powers to overcome challenges like helping the daughter transform her disgusting attempt at "dinner" into something a little more edible for the whole family. This rather quirky attitude extends to all facets of the game, from the caricature-esque character models to the odd behavior of the house's inhabitants (gremlins riding motorbikes?). *I Am Small* was released in Japan a few months ago, but thanks to a certain other big game being released on the same day (something called *Super Mario Sunshine*), it was rather overlooked by Japanese consumers and thus probably won't ever make it over here. Bummer.

## OTHER DIMINUTIVE VIDEOGAME HEROES

**MR. MOSQUITO:** Eerily similar to *I Am Small*, except you're not an alien and there are no gremlins. Oh, and the family's daughter is older. And hotter.  
**SARGE, ARMY MEN:** Like *I Am Small*'s hero, he's small and wanders around a house. Unlike the former, he carries lots of ammo and has no intention of helping you.  
**GIMLI, SON OF GLOIN:** What this *Two Towers* star lacks in height, he makes up in sheer charisma. And width.

# HULKAMANIA!

The green guy is headed to the big and little screen

**B**y the time you read this, you'll no doubt have watched the movie trailer featuring Ang Lee's new CG Hulk several hundred times (if you haven't yet, head over to [www.thehulk.com](http://www.thehulk.com) right now!). The good news? You'll be seeing just as much of Bruce Banner outside of theaters this summer as you will inside. Universal Interactive is hard at work prepping its PS2 action game (based on the movie), which it plans to have ready to launch in tandem with the film this June "[The Hulk's] transition to the world of interactive entertainment will extend the power of this movie event," says Jim Wilson, president of the game studio. While little is known about the PS2 title, we've heard that it'll sport both action and stealth gameplay and will feature voice talent from the film. We're turning green just thinking about it!



## FALSE STARTS

Our first introduction to **Climax Group**—not to be confused with Climax Entertainment (February 11-79 on PS1) or Climax Graphics (Blue Stinger on Dreamcast)—was *ATV: Quad Power Racing*, a game that made the illustrious roster of our 31 Worst Games Ever. Our most recent interaction with a Climax Group title was the excellent *ATV: Quad Power Racing 2*. But the company's done a heck of a lot more, handling some excellent ports (the PS1 version of *Diablo* stands out), and pumping out a number of originals, too.

The Game	What Is It?	The Good	The Bad
<b>ATV: Quad Power Racing</b> 2000 - PS1	A lawnmower-racing simulator. No, wait, a sleep aid.	Er...it doesn't physically jump out and hurt you?	Everything else. Seriously, this is one of the worst racing games ever made.
<b>Power Rangers: Lightspeed Rescue &amp; Time Force</b> 2000 - PS1	Roaming hand-to-hand combat with the action-packed nature of the series.	A simple game, appropriate for someone who's mostly a fan of the first place.	Not much to offer older players.
<b>Superbike 2000</b> 2000 - PS1	One of the first serious motorcycle-racing simulators on the PS1.	Lots of customization for gearheads.	Not enough of the rest of what makes a racing game fun.
<b>The Art of Magic: Golem &amp; Wizard</b> 2000 - PS1	It's a bit of a game, but it's not a game.	Made of different elements, but it's not a game.	It's a game, but it's not a game.
<b>SimCoaster</b> 2001 - PC	Build and run your very own theme park, managing every element of a successful business.	You can get down and dirty with roller coaster design, then take a spin on the final product.	Absurdly easy, with an absurdly annoying "tutor" to "help" you succeed.
<b>SpongeBob SquarePants: Screamin' Squad</b> 2001 - PS1, GBA	A side-scrolling platformer, built to be a licensed "Nickelodeon license."	Nice graphics and a fun, fast-paced game.	Just only for a moment...
<b>MotoGP</b> 2002 - Xbox	More food to feed the fires of serious superbike aficionados.	Topnotch graphics, super-slick gameplay, and lots of extras for hardcore bike fans.	Easily confused with the PS2 series, which has a space between "Moto" and "GP."
<b>Rally Fusion: Race of Champions</b> 2002 - PS1	A nice assortment of licensed rally cars.	An amazingly realistic rally game.	The game is just a game.
<b>Robot Wars: Arenas of Destruction</b> 2002 - PC	A game of build-and-bash robots, based on the BBC series ripped off by BattleBots.	The reason the idea was ripped off is that building fighting robots is really freakin' cool.	No game will ever offer enough different building blocks to really pull off a concept like this.
<b>ATV: Quad Power Racing 2</b> 2002 - PS1, Xbox, GameCube	This feels like a somewhat better game than the first, but it's not a game.	Really hit on good as the first, but it's not a game.	Trick execution is the only reason it's not a game.



# 33.8 mil

The number of people who visit Las Vegas

actually live there? Just 500,000

Clish MacLaver's

# GOSSIP GOSSIP

## All the muck that's fit to rake

One of these days, I'll dish some dirt on the boys here in the office, too. If you write me and ask, I'll spill the beans!

### KO-WEE! KO-WEE!

My buddies at Koel have been dropping hints all month that they're turning their backs on Asian mythology and history. What will they do instead? So far, nothing is confirmed, but one possibility

I've heard some mumbling about is a series of games set in ancient Egypt.

### ANOTHER VENDETTA

Def Jam president Kevin Liles let slip some details on a follow-up to *Def Jam Fight for NY* when we were speaking to him about this month's cover story. "Vendetta 2 is going to have more story," he says. Lots more pop-ups, and



it'll take you different places." No word on when we can expect to see it, although my bet is for sooner rather than later—maybe even this time next year!

### MEDAL OF HONOR MOVES EAST

The next *Medal of Honor* game is set to be previewed at some point in the next few months, and it's going to move the action away from Europe and toward the Pacific Theater. New characters will be introduced, and there's plenty of gossip about a ton of vehicle-based combat in the new game. I've heard rumblings of some kind of online game in the *Medal of Honor* universe, too—although at present, it's not clear if this is a separate project or a multiplayer mode in the Pacific game.

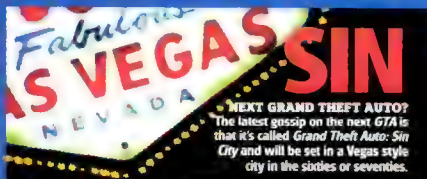
### GIGA POCKET PS2

Although there's still no word on Sony's position on the PS2 hard drive, I've heard some things about what we can expect if the device ever actually comes out here. First, it's expected to be a monster...maybe even 20GB (making it significantly larger than the Xbox hard drive). Second, I've heard that if it does ship in here in the U.S., it will come with a PS2 version of *Giga Pocket*. Any of you with a Sony Vaio PC will be familiar with this software: it's a groovy application that works just like a TiVo system for recording TV. It'd be neat to have it built into the PS2, huh?

### E-MAIL ME!

Got some good gaming gossip? If you hear anything juicy or get your hands on some cool screens or pictures, send me an e-mail at the following address:

[clish\\_macLaver@ziffdavis.com](mailto:clish_macLaver@ziffdavis.com)

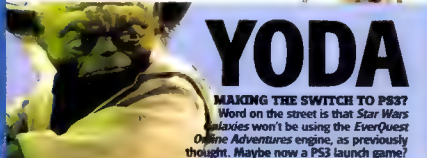


**NEXT GRAND THEFT AUTO?**  
The latest gossip on the next *GTA* is that it's called *Grand Theft Auto: San City* and will be set in a Vegas style city in the sixties or seventies.

# HITMAN

### NUMBER 3 BY YEAR'S END?

*Hitman 2* was such a huge success that there's a big push to get the sequel out in time for Christmas 2003. We can't wait!



# YODA

**MAKING THE SWITCH TO PS3?**  
Word on the street is that *Star Wars Galaxies* won't be using the *EverQuest Online Adventures* engine, as previously thought. Maybe now a PS3 launch game?

# GIRLS

### FEAR EFFECT 3?

I've been tracking this baby for ages, but it seems that we're going to see some new girlie action this year.



Vachar  
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Brian Germain



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# SOUND STATION

By John Scalzi



Starring **BMX XXX**



## Brand New Sin: *Brand New Sin*

Featured songs "SPP" and "Judgement Day"

Loud, aggressive rock 'n' roll from scary-looking guys with goatees and tats. Yeah, you already know what it sounds like, which makes the name "Brand New Sin" something of a misnomer. There's nothing brand-new here, and the sin in question is slavish imitation (which isn't actually a sin, just a misdemeanor). On the other hand, if you've been looking for a band to fill that gap between Metallica and Rob Zombie, Brand New Sin will do just fine, with an unrelenting series of punchy, gruff speaker blasters. But skip over "Messin' You"—some guys just should not try power ballads, and these guys are some of them. **Final Score: ★★**



## De La Soul: *3 Feet High and Rising*

Featured song "The Magic Number"

Here's a word you don't often see associated with rap albums: delightful. And yet, *3 Feet High* is just that—a playful collection of songs and skits that marked out a refreshing alternative to gangsta rap and easily made the point that the width of rap's lyrical and musical reach was wider than its detractors could imagine. Any group that samples *Schlockhouse Rock* (as De La Soul does in "The Magic Number") gets extra credit from me, and I do strongly recall slipping someone in my college dorm a tape with "A Little Bit of Soap" on it and hoping he'd take the hint (he didn't). One of the essential rap CDs. **Final Score: ★★★★★**



## Motley Crüe: *Girls Girls Girls*

Featured song "Girls, Girls, Girls"

Among the Crüe, intelligentia (heh heh heh), there's some debate about which album Motley Crüe jumped the shark on. Some go for *Theater of Pain*, with its gangrenous cover of "Smokin' in the Boys Room," while others point to *Dr. Fetus*, in which one of the most pharmaceutically active bands in the history of Western civilization pointed to the dangers of the drug life. I personally vote for *Girls Girls Girls*, the odious title track of which confirmed (as if there could be any doubt) that music was a distant third in the Crüe hierarchy of things to focus on. (What was No. 2? *Reflex*? *Dr. Fetus*? *please*.) There's a difference between feeling mildly unclean after listening to hard rock and feeling like you need an injection of strong antibiotics. This album crosses that line. It was all downhill from here. **Final Score: ★★**



## New Found Glory: *Sticks and Stones*

Featured Song: "My Friends Over You"

Nothing you've never heard before in the Bunk-182 subgenre of poppy punk, but it's so cheerfully relentless in its desire to pummel you into hook-laden musical submission, you can't hold that against it. And for all that, the album pulk-out-a-couple of surprisingly poignant moments—most notably "Sorry," which propels along on a hopscooting beat that's happy, but features lyrics anticipating a real loss to come. It's the sort of album that catches up to you on the third or fourth listen, and an album that features a depth charge or two of that sort can't be bad. **Final Score: ★★★★★**



## Ten Foot Pole: *Bad Mother Trucker*

Featured Songs "Plastic" and "Giving Gravity a Hand"

Hey! Here's another poppy punk album that's happy on the outside but introspective on the inside. "I want to last forever like plastic/in the landfill of your memory," declares singer Dennis Jagard on "Plastic," and that's a surprising (and effective) way to put that sentiment into words. "Happy Daze" is like the last high school-era party you have before you and all your friends go on to college, distilled into musical form. Very cool. It's not all moody (check out the nasty little "Armchair Quarterback" for confirmation), but it's more substantial than it seems on first listen. **Final Score: ★★★★★**

John Scalzi's been reviewing music since the time people thought Motley Crüe was actually kinda, you know, dangerous. No, really! It happened. Visit [www.indiecrit.com](http://www.indiecrit.com) and find out what cool music the major labels are ignoring right now!







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PlayStation 2



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# DVD REVIEWS

By John Scalzi



## ROAD TO PERDITION

This is why it's called "The Depression"

So, Tom Hanks plays a bad guy in this elegiac tone poem to depression-era gangsterism and the sins of fathers visited on sons (both metaphorically and literally in this film). You admire his commitment to his craft, the handsomeness of the production, and the gravity of the proceedings. You also realize that Tom Hanks as a bad man doesn't really fly—Hanks is a modern-day Jimmy Stewart, and no one bought him as a bad guy, either. You accept it on the premise that actors have to do something new every once in a while or be bored silly, and you tick off the minutes until it's done and he can get back to doing his usual thing. To be fair, Hanks' per-



formance is good, but he never really lets go like he needs to; even at his baddest, he's holding something back. Contrast this performance with Denzel Washington's luxurious wallow in badness in *Training Day*. *Perdition* is a close miss, but at least it's an interesting miss, helped along by Paul Newman, who plays Hanks' adoptive father and crime "godfather"—a situation with as much potential for pathos as you'd expect. Extras include director commentary, deleted scenes, a making-of feature and a photo gallery. **Movie Score:** \*\*\* **DVD Extras Score:** \*\*\*

### UPCOMING DVD RELEASES

Feb. 4, 2003

All in the Family: Season 2  
Formula 51  
Igby Goes Down  
Sanford and Son: Season 2  
Six Feet Under: Season 1  
Sweet Home Alabama  
Thelma and Louise: SE

Feb. 11, 2003

Angel: Season 1  
As Time Goes By: Season 5  
My Big Fat Greek Wedding  
Spy Kids 2

Feb. 18, 2003

M\*A\*S\*H: Season 3  
One Hour Photo  
The Rules of Attraction  
Stealing Harvard  
Tahoe

Feb. 25, 2003

Queer as Folk: Season 2  
Road to Perdition  
Robocop: Dark Justice  
Star Trek: Deep Space Nine  
Season 1  
Tuck Everlasting  
The Tuxedo

### THE FOUR FEATHERS

(Heath Ledger, Kate Hudson)  
Here's an interesting curiosity: A film celebrating the British Empire, featuring Heath Ledger from Australia [where the Brits shipped their nastiest convicts], Kate Hudson from America [which the Brits taxed without representation], and directed by Shashar Kapur from India [where the Brits ruled for centuries through cunning flag usage]. No wonder it doesn't quite work. Still, it has some good action scenes, and Hudson and Ledger are easy on the eyes, so if you're in the mood for a Kipling-esque wallow in Victorian Imperialism [and who isn't?], here you go. No DVD extras were announced at press time. **Movie Score:** \*\*\* **DVD Extras Score:** N/A

### FORMULA 51

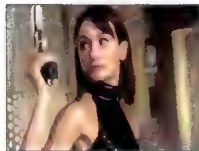
(Samuel L. Jackson, Robert Carlyle)  
Sam Jackson stars in this action film as a kilt-wearing chemist, proving that he is indeed the coolest man in all filmdom, since any other action star walking around an entire film as a scientist in a tartan skirt [even one who's created a legal drug that gives you a super high, as he does





herel would probably be toast to being the film's financiers. The film itself is a mishmash of elements from *Transpotting*, *Pulp Fiction*, and their various rip-offs, so you like that sort of thing, you'll be entertained, and if not, well, Jackson's kilt probably scared you off already. Extras a making-of feature.

**Movie Score: ★★**  
**DVD Extras Score: ★★**



## KNOCKAROUND GUYS

(Vin Diesel, Barry Pepper)

This long-delayed flick crawled out of the woodwork after Vin Diesel became the Next Big Thing for, at the very least, the Next Large Thing. I mean, look at him! Pre-stardom films released post-stardom often prove embarrassing for everyone involved, reeking of the I needed the work, babe, but not this one. It's a smarty-dumb mob caper-slash-coming-of-age story that features a high-powered cast including John Malkovich and Dennis Hopper (Diesel isn't even the main character—the role belongs to Barry Pepper as a mobster's conflicted son). Catch it and be pleasantly surprised. Extras: commentary track, deleted scenes, and the screenplay.

**Movie Score: ★★**  
**DVD Extras Score: ★★**

## MY BIG FAT GREEK WEDDING

(Nia Vardalos, John Corbett)

This flick cost about \$5 million to make and grossed something like \$230 million in the theaters, which makes it the closest anyone in Hollywood has ever come to totally free money. The story is the standard-issue sitcom odd couple love story, this time with a daffy Greek woman and a WASPY guy. Fortunately, it's pretty funny, you can watch it with your grandma, and both of you can enjoy it. And, really, there's something nice about the fact that the highest grossing romantic comedy of a.i. time stars a woman (Nia Vardalos, who also wrote the script) who doesn't look like she's equal parts silicone, collagen, and starvation Vardalos, costar John Corbett, and director Joel Zwick add a commentary track.

**Movie Score: ★★**  
**DVD Extras Score: ★★**

## ONE HOUR PHOTO

(Robin Williams, Connie Nielsen) It's Robin Williams continuing his penance for one too many *Patch Adams*-type flicks, this time by playing a quiet, mousy photo developer who becomes unhealthily attached to a seemingly perfect family whose film he processes, and then takes it personally when cracks start to show in the family facade. Williams is cool and creepy here, playing the role of the quiet-guy-who-keeps-to-himself to obsessive, clammy perfection. If nothing else, this is the film that finally convinces you to go out and get that digital camera. Williams and director Mark Romanek add their commentary to the DVD, which also includes the usual making-of feature and a Charlie Rose interview.

**Movie Score: ★★**  
**DVD Extras Score: ★★**

## THE RULES OF ATTRACTION

(James Van Der Beek, Shannyn Sossamon)

Let's make this simple. If you really want to watch a film of college students acting like angry, hopping-up lower primates, go rent one of those videos where they basically put a camera in the French Quarter during Mardi Gras and let people expose themselves as they stumble by. It will have somewhat more plot than *Attraction*, and the characters will be more sympathetic, even as they flash each other for beads and vomit on the sidewalk. No DVD extras.

**Movie Score: ★**  
**DVD Extras Score: N/A**

## SPY KIDS 2

(Antonio Banderas, Carla Gugino) More pint-sized James Bond-style action with a Latino twist from director/writer/producer/composer



probably-would-handle-craft service if they let him Robert Rodriguez. Lots of people find these movies L-r-n-Rodriguez is immensely creative in a showy way that can grate after about a half hour, and the kid stars of these things aren't, like, good actors. But when you consider that the average live-action kid-oriented film stinks like a dead rat fresh from a New York sewer, I'm

willing to cut the man some slack for making the effort not to be boring. Plus, it has R cards. Montalban! All together, now KHAHAHAHAHAH!!!! There's also a ton of extras, including commentary, stunt and gadget featurettes, music videos, deleted scenes, and so on.

**Movie Score: ★★**  
**DVD Extras Score: ★★**

## SWEET HOME ALABAMA

(Reese Witherspoon, Patrick Dempsey) Sure, we think of that winsome little Reese Witherspoon as just the bee's knees, but consider that in *Sweet*, she plays a woman who is all cozy with one man (who proposes to her at Tiffany's, for crying out loud), but is still secretly married to another. Yes, Reese Witherspoon: wanton, unapologetic adulterer! And yet, people weren't shocked—they thought it was cute. So, to recap: Probably the most depraved representation of indecent sexual relationships in a Disney film since, oh, *Pretty Woman* (Julia Roberts? A hooker!)—like that will stop you from getting this for your mom. You're all sick. Extras include director commentary, deleted scenes with commentary, a music video, and an alternate ending.

**Movie Score: ★★**  
**DVD Extras Score: ★★**

## THE TUXEDO

(Jackie Chan, Jennifer Love Hewitt) Jackie Chan as Inspector Gadget and really, why would anyone in their right mind want that? For the film, Chan dons a spy tuxedo that's filled with special effects, but the whole point of a Jackie Chan film is that he is the special effect (yes, I know, he's getting up in age, but he's still more flexible than you or me). Also, the plot, involving water striders infecting the world's water supply, is beyond stupid. I still like watching Chan (he's always amusing), but someone needs to mention to the man that Hollywood apparently thinks all his fans are idiots. At least there's the now-traditional bloopers reel to look forward to, as well as deleted scenes and a making-of documentary.

**Movie Score: ★★**  
**DVD Extras Score: ★★**



# IGBY GOES DOWN

Rich kids under glass

Holden Caulfield (bless his black, flabby, apathetic heart) still holds sway over the children of the monied classes. Year after year, disaffected teenagers with trust funds read *Catcher in the Rye*, see a faint glimmer of themselves in its hero, and then take him as a role model—

missing the fact that Holden Caulfield is in fact one of the biggest, fattest losers in all of American literature. Every so often, one of these Holdenites grows up and makes a semi-autobiographical work about the experience. Most of these are uniformly bad. But occasionally, one works.

*Igby Goes Down* is one of those. To be clear, Igby (Kieran Culkin) is pretty much a crystal-clear photocopy of Holden—a disaffected kid with a propensity for getting kicked out of whatever prep school he's been sent to—but unlike Holden, his disaffection is arguably a reasonable response to his circumstances and the people in his life, which include a tragically insane father (Bill Pullman), a successful but slimy godfather (Jeff Goldblum), and, most important of all, a manipulating witch of a mother, played with monstrous delight by Susan Sarandon. The film begins with

and his brother trying to bump her off, and after seeing her in action, you understand why that seems defensible.

Igby's adventures through the film give us ample time to explore his world and the reasons he's so alienated from it, but what makes it work is that

even when Igby is on his worst behavior (which is often), he's still oddly charming and vulnerable. The credit for this goes to both director/

screenwriter Burr Steers, who makes sure Igby is more than a slouch and an attitude, and to Culkin. Culkin's been cornering the market on smart, disaffected teens (see *The Dangerous Lives of Altar Boys*) because he understands that behind the facade of

every sardonic teen is a kid who's wondering what the hell is really going on with his life.

The only drawback to this film is that the current crop of rich kids will see it, enjoy it, and model their teen years after it, thus inflicting the curse of Holden Caulfield onto yet another generation. Extras include commentary from Culkin and Steers, deleted scenes, and an in Search of Igby feature.

**Movie Score: ★★**  
**DVD Extras Score: ★★**



*Igby Goes Down*  
(Kieran Culkin, Bill Pullman, Jeff Goldblum)

# BY THE NUMBERS

## PS2 Top 10 Sales

The more things change, the more things stay the same. With holiday sales just around the corner, we asked you to guess the top 10 PS2 games of the year. Guess that's 'cause there are so many great games out.



If you're not sure what to do on Valentine's Day, invite your sweetie over to play countless hours of *GTA: Vice City*! Nothing wins kisses like the tough-talkin' Tommy Vercetti!

## OPR's Most Wanted PS2 Games



- |    |                       |           |
|----|-----------------------|-----------|
| 1  | Splinter Cell         | Ubisoft   |
| 2  | ZOE: 2nd Runner       | Konami    |
| 3  | Final Fantasy X-2     | Square EA |
| 4  | Def Jam: Fight for NY | EA G      |
| 5  | Breath of Fire: DO    | Capcom    |
| 6  | Dynasty Warriors 4    | Koei      |
| 7  | Midnight Club II      | Rockstar  |
| 8  | NBA Street Vol. 2     | EA G      |
| 9  | High Heat 2004        | 3DO       |
| 10 | Soul Calibur 2        | Namco     |

## Japan's Top 10 PS2 Games

- |    |                      |        |
|----|----------------------|--------|
| 1  | Ratchet & Clank      | Sony   |
| 2  | Unlimited Saga       | Square |
| 3  | Shinobi              | Sega   |
| 4  | Combat Pachislot     | Sammy  |
| 5  | Winning Eleven 6     | Konami |
| 6  | Guilty Gear X2       | Sammy  |
| 7  | MGS2: Substance      | Konami |
| 8  | Master of the Drum   | Namco  |
| 9  | Monomaru Dentetsu 11 | Hudson |
| 10 | Clock Tower 3        | Capcom |

## Top 10 PS2 Rentals



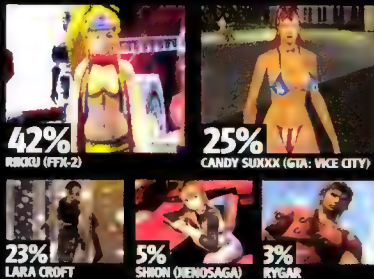
- |    |                          |            |
|----|--------------------------|------------|
| 1  | GTA: Vice City (PS2)     | Rockstar   |
| 2  | LOTR: 2 Towers (PS2)     | EA Games   |
| 3  | 007: Nightfire (PS2)     | EA Games   |
| 4  | Dragon Ball Z (PS2)      | EA Games   |
| 5  | NFS: Pursuit 2 (PS2)     | EA Games   |
| 6  | WWE Smackdown! SYM (PS2) | THQ        |
| 7  | Madden 2003 (PS2)        | EA Sports  |
| 8  | Dead to Rights (PS2)     | Namco      |
| 9  | Tony Hawk 4 (PS2)        | Activision |
| 10 | Con. Des. Storm (PS2)    | Gotham     |

## Top 10-Selling Games, All Systems

- |    |                          |            |
|----|--------------------------|------------|
| 1  | GTA: Vice City (PS2)     | Rockstar   |
| 2  | Metroid Prime (GC)       | Nintendo   |
| 3  | WWE Smackdown! SYM (PS2) | THQ        |
| 4  | Tony Hawk 4 (PS2)        | Activision |
| 5  | Yu-Gi-Oh! Eternal (GBA)  | Konami     |
| 6  | Madden 2003 (PS2)        | EA Sports  |
| 7  | Splinter Cell (Xbox)     | Ubisoft    |
| 8  | LOTR: 2 Towers (PS2)     | EA Games   |
| 9  | Mortal Kombat (PS2)      | Midway     |
| 10 | Metroid Fusion (GBA)     | Nintendo   |

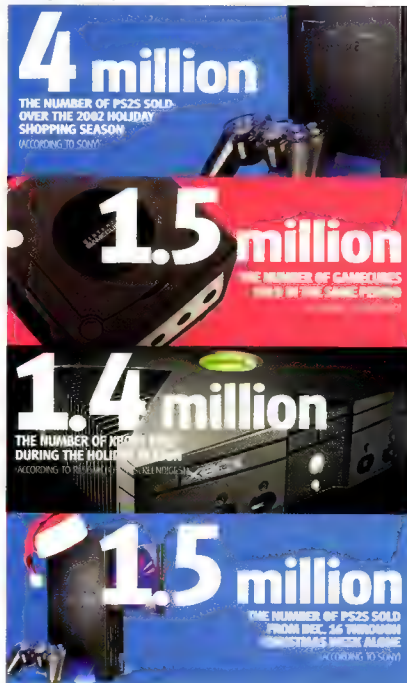
## Virtual Valentines

In our [playstationmagazine.com](http://playstationmagazine.com) poll, we asked which character you'd most wanna cozy up with on Valentine's Day. Seems like less is more, since you picked the two most underclad video vixens.

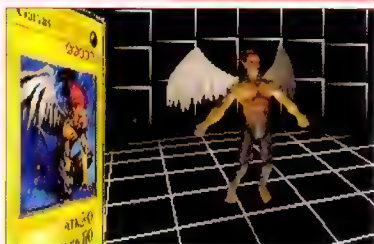


## Selling Out

Winning the holiday console war



## PS1 Top 10 Sales



Look up *Yu-Gi-Oh!* in the dictionary and you won't find an entry, but we've talked to Webster's. We want the entry to read: *dork*.

- |    |  |      |
|----|--|------|
| 1  | Yu-Gi-Oh! Forbidden Memories (Konami)              | ★    |
| 2  | Tony Hawk's Pro Skater 4 (Activision)              | ★★★★ |
| 3  | SpongeBob SquarePants (THQ)                        | ★    |
| 4  | Winnie the Pooh: Kindergarten (Bam)                | n/a  |
| 5  | My Disney Kitchen (Bam)                            | n/a  |
| 6  | Harry Potter and the Chamber of Secrets (EA Games) | ★★★★ |
| 7  | Spider-Man (Activision)                            | ★★★★ |
| 8  | Winnie the Pooh: Preschool (Bam)                   | n/a  |
| 9  | Scooby-Doo and the Cyber Chase (THQ)               | ★    |
| 10 | Harry Potter and the Sorcerer's Stone (EA Games)   | ★★★★ |

SOURCE: NPD GROUP (PS2) AND SONY (PS2). \*BASED ON SALES OF PS2 GAMES FROM DEC. 26 THROUGH JAN. 1. \*\*BASED ON SALES OF PS2 GAMES FROM DEC. 26 THROUGH JAN. 1. \*\*\*BASED ON SALES OF PS2 GAMES FROM DEC. 26 THROUGH JAN. 1. \*\*\*\*BASED ON SALES OF PS2 GAMES FROM DEC. 26 THROUGH JAN. 1.



# WINTHROP EARLY PICK IN POLLS



## 1 WINTHROP

## 2 ARIZONA

## 3 KANSAS

## 4 OKLAHOMA

## 5 TEXAS

## 6 PITTSBURGH

## 7 DUKE

## 8 GEORGIA

## 9 KENTUCKY

## 10 VIRGINIA



Sweet Sixteen. Elite Eight. Final Four. And now the Terrific Ten. Can Arizona go all the way? Will Kansas be at the center of this year's bracket? Will the girl in the mail room pick the NCAA champion? Read on for everything you wanted to know (but were afraid to ask) about college basketball.

### 1 WINTHROP

Okay, so they went 19-12 last year. And they are from the Big South Conference. But trust us, the Eagles can definitely hoop. Besides, these guys are made up of 4,500 polygons just like any other team.

### 2 ARIZONA



The 411 on the 'Cats? Not only do they have all five starters returning, but they also have what most consider to be the best frontcourt in college basketball. Can you say Dynasty Mode?

### 3 KANSAS



Despite losing a key player to the NBA, look for the Jayhawks to return to the Final Four this year. We've seen what they have been doing in Practice Mode and we are thoroughly convinced.

### 4 OKLAHOMA

Another team we predict to be returning to the Final Four. Not only do they return with 70 new player models, they look good doing it.

### 5 TEXAS



They say everything is bigger in Texas, but what we notice on this team are the little guys. The backcourt is the cream of the crop. End of discussion. Obviously, somebody did their homework before this year's recruiting.

### 6 PITTSBURGH



Look for what could be the most exciting duo in college basketball to rate high in the on-screen player ratings.

### 7 DUKE



Add the slick job done in recruiting to the usual Blue Devil talent pool, and you get a team that is bound to make some noise. Get ready to hear Billy Packer and Eddie Doucette say, "And the Blue Devils win again," a lot this season.

### 8 GEORGIA

The Dawgs' poll position could change in October, depending on their frontcourt production. If they produce, prepare for this team to move a little higher in the polls.

### 9 KENTUCKY

Should come down to the wire between them and Georgia for the SEC crown. Use the over 30 new dunks (including reverses, follow-ups and 360-degree jams) and this Wildcat team might overtake that other Wildcat team.

### 10 VIRGINIA



The Cavs are not happy with last season's late collapse that landed them out of the tournament. Don't let that fool you; they've got the talent. Not a pushover computer opponent. Not in the least.



www.989sports.com



PlayStation 2

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- PSM DECEMBER 2002



Violence

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The Midnight Club is now open to motorbikes. Take advantage of the speed and control - but watch out, a wrong move will send you flying.



The cops know you are out there - don't get caught.



Use tricks to gain an edge or just to show off. Style is almost as important as winning.

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# WANTED BY THE CIFR

PARTICIPATION IN PARAMILITARY ORGANIZATION;  
UNLAWFUL FLIGHT TO AVOID PROSECUTION — MURDER

## LUCAS BENJAMIN AKER



Aliases: Lou, Luc, "Commander," Benjamin Jaker, Lucky

### DESCRIPTION

Date of Birth:

August 6, 1961

Height:

5' 8"

Scars and Marks:

Aker has a U.S. flag tattooed on his right shoulder

Eyes:

Blue

Complexion:

White

Nationality:

American

**Remarks:** *A self-taught commando, Aker has worked as a freelance mercenary. This hyper-patriotic militia leader is responsible for leading organizations that train in covert warfare, specifically against the U.S. Government. His militia organization is dedicated to "preventing the disintegration of America." Aker has run camps in Alabama, Florida and Utah.*

CONSIDERED ARMED AND EXTREMELY DANGEROUS

# REWARD

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Dead or Alive – You  
Can Decide As You Go...



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These are the world's most dangerous criminals. They are heavily armed and highly skilled, with small armies of bodyguards. Engage with extreme prejudice.

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Fléchette Dartgun

Tactical Shotgun

Dragon Flamethrower

Car 4 Assault Rifle

AK74

Enforcer Pistol

Sniper Rifle

Grenade Launcher

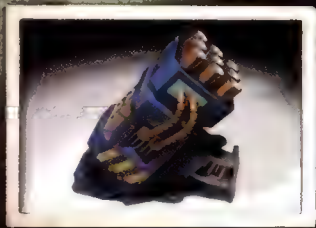


**FUGITIVE  
HUNTER**  
[www.fugitive-hunter.com](http://www.fugitive-hunter.com)

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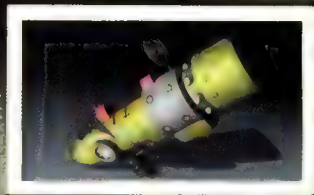


LIVE IN YOUR WORLD  
PLAY IN OURS™



### **R.Y.N.O.**

IT STANDS FOR RIP YOU A NEW ONE.  
GET IT?



### **DEVASTATOR**

COME ON, IT'S CALLED THE DEVASTATOR.  
WHAT DO YOU THINK IT DOES?

# ONE GIANT STEP BACK



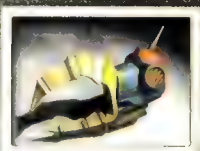
### **TRESPASSER**

YOU NO LONGER HAVE TO PAY  
ATTENTION TO THEM.  
"NO TRESPASSING" SIGN.



### **BLASTER**

IT'S SHOOTING BULLETS AND BOMBING  
POWDER AND GUNPOWDER.



### **TESLA CLAW**

LET'S JUST SAY THE THUNDER  
ISN'T PRETTY.



### **MORPH-O-RAY**

DID SOMEBODY  
ORDER CHICKEN?



### **TAUNTER**

"YOUR MACHINA IS SPOOO FAT,  
NO, REALLY, SHE IS."  
SEE? TAUNTING IS FUN.



### **WALLOPER**

KNOCK YOUR ENEMIES  
INTO NEXT WEEK.

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GAMES

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### **VISIBOMB**

REMOTE CONTROLLED MISSILE WITH A MOUNTED CAMERA THAT GUIDES IT STRAIGHT INTO YOUR ENEMY—SAY CHEESE.



### **PYROCITOR**

WOULD YOU LIKE YOUR ENEMIES MEDIUM OR WELL-DONE?

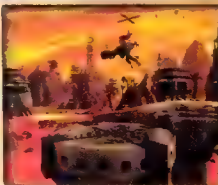
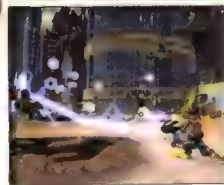
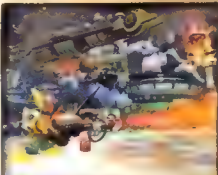


### **HYDRO DISPLACER**

FISH OUT OF WATER!  
FISH OUT OF WATER!

# WARDS FOR MANKIND

RIP THE GALAXY A NEW ONE.  
YOU DECIDE HOW.



PlayStation.2



Mild Violence

# PREVIEWS

More  
monsters  
and more

## ZONE OF THE ENDERS: THE 2ND RUNNER

HANDS  
ON

### Who needs an MGS2 demo?

*Zone of the Enders* was a very good shooter: it looked great, sounded awesome, and had some incredible mech designs and a cool story. Plus, it boasted lightning-fast gameplay. We loved it so much, we put it on our cover back in February 2001 and said lots of nice things about it. You know how it is with games featuring big robots, though: Not everyone really digs that kind of thing, so many of you weren't exactly crazy about the whole idea.

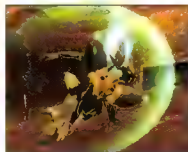
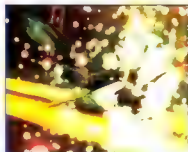
Arguably, the only thing that saved ZOE from obscurity was the fact that it came packed with a demo of *Metal Gear Solid 2: Sons of Liberty*.

Now that the sequel is here, the franchise has the opportunity to stand on its own two (mechanized) feet, and by all rights, it should wow you even more than the first. Graphically, it's even more impressive than the original, blending some funky MGS-style camera techniques (barricade, motion wobble, and weather effects) with a gorgeous anime-style cel-shading thing that looks absolutely stunning. Check out the demo on this month's DVD for proof.

Publisher: Konami Developer: Kojima Release Date: February

## THIS ISSUE

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### STUFF GOING BANG

We all love a nice explosion. The 2nd Runner is absolutely filled to overflowing with crap exploding.



**72****BREATHE**

Breath of the Beast is  
the best of the best.

**79****FANTASIZE**

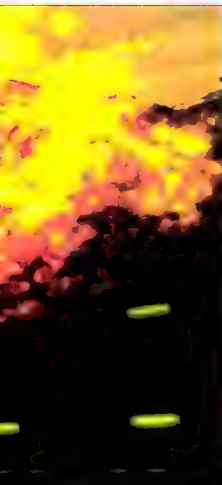
A year from the 199-2  
M is the most fun you can  
have.

**74****PLAY BALL**

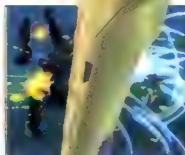
Baseball games galore  
More than ever before!

**FANCY EFFECTS**

Particles, sparks, wavy trail-looking things.  
None, those aren't robo-fart smoke-lines,  
they're... actually we don't know what they  
are. They look really, really cool, though!



That's gotta hurt.



Find out where the  
game is, and then  
fight your way through to  
the first boss, as one of the most  
spectacular-looking bosses  
we've ever had on the DVD!



## AERO ELITE: COMBAT ACADEMY

**HANDS ON**

**Excuse me whilst I kiss the sky**

Hey, flyboy! Yeah, we're talking to you, Johnny Rocket. You've been disappointed with the meager selection of flying games on PS2, haven't you? You got your fix with *Ace Combat 04*, but just about every other offering has made you hang your head in disappointment. Well, buck up, soldier—a new dogfighter's on the way. Boasting more than 60 aircraft, *Aero Elite* features a hangar loaded with real and imaginary planes and heli-copters. Prospective pilots can play in all-out Arcade mode or go through the substantial AI training campaign. So far, the graphics look sharp, but we have our concerns about the sluggish controls. Let's hope they improve.

**Publisher:** Namco **Developer:** Irem **Release Date:** May 13



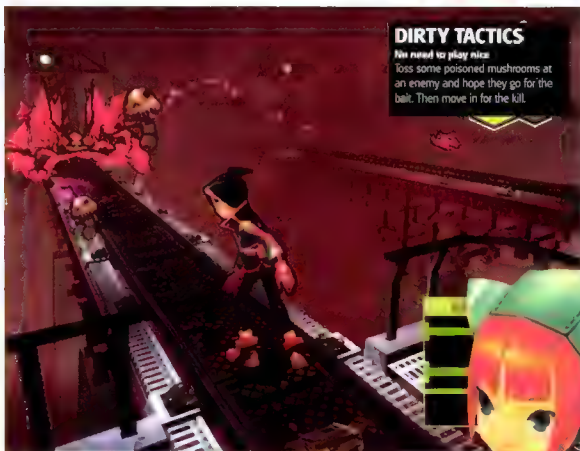
## BREATH OF FIRE: DRAGON QUARTER

**You'll love the battle system**

Not to get ahead of ourselves here, but *Dragon Quarter* is turning out exceptionally well. We've raved about its cool style in the past, but having now spent some time with the game, we know its battle system rivals even the best RPGs out there. There's just an extraordinary amount of strategy and depth here, both outside and inside the battles. Outside, you can sneak attack or lay traps; inside, you can place mines. And once inside, you can make use of the Ability Point system. All actions—both attacks to simply walk up and fight, and it's up to you to decide how best to use them, it's the perfect mix of action and strategy.

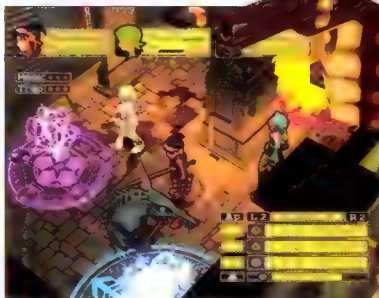
**Publisher:** Namco **Developer:** Irem **Release Date:** February 13

**HANDS ON**



### DIRTY TACTICS

Be ready to play nice. Lure some poisoned mushrooms at an enemy and hope they go for the bait. Then move in for the kill.



### Dragon Form

As in previous *Breath of Fire* games, Ryu can transform into Dragon Form, which gives him super-fighting abilities in battle and a speed dash outside of battle. You must use his Dragon powers sparingly, though.





**Silent Hill 4 Already?** Voice actor Dorina Burke, who plays Claudia in *Silent Hill 3*, revealed to U.K. magazine *PC Zone* that she has already auditioned to work on part 4.



#### DOG

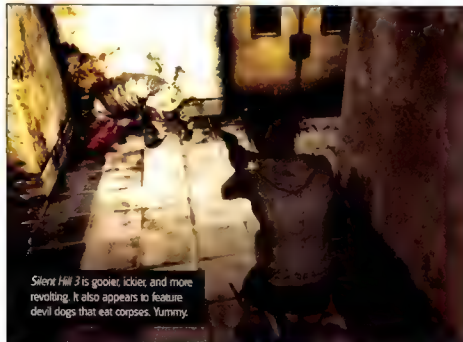
It's what's for dinner  
That's far too big a serving for just  
one person, though.

## SILENT HILL 3

### More f'ed-up spooky stuff

Konami admits that special care was taken not to take things too far in *Silent Hill 3* for fear of angering certain retailers and having the game lose shelf space. Apparently, moods have changed. The company is nervous that for part 3, nothing at all is being held back. Um... should we be happy or scared?

Publisher: Konami Developer: Konami Release Date: May

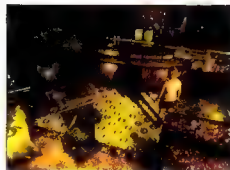


*Silent Hill 3* is cooler, icier, and more revolting. It also appears to feature devil dogs that eat corpses. Yummy.



#### Meet Claudia

So, who's this mysterious, white-haired lady? Her name is Claudia and she's the 30-year-old leader of a religious cult. She appears from time to time, much like Dahlia from the original game. Not much else is known about her yet, except for this: She probably doesn't like you.



# Contaminate



## 感染拡大 DOT hack INFECTION Part 1



PlayStation 2



Mature Sexual Themes  
Mild Language  
Violence

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Digital Software Association.

Has the time for great PS2 baseball finally arrived?

**Double Play:** In 1996, during his rookie year, Derek Jeter founded the Jeter 2 Foundation. The program helps keep kids from substance abuse.



**FIRST LOOK**

## MLB 2004

989 Sports put off releasing an MLB PS2 game until it could "get it right," and what we've played shows promise. MLB 2004's coolest feature is the Create-A-Player mode. Unlike other titles, in MLB you can go to spring training, where you create a prospect and plunk him onto an MLB roster. While a great spring gets you to the show, a prolonged slump can cost you your roster spot.

**Publisher:** Sony USA **Developer:** 989 Sports **Release Date:** February



## WORLD SERIES BASEBALL 2K3

The PS2 baseball market is more crowded than the shortstop position for the American League All-Star team. But this formidable newcomer features sharp stadiums and enough zip on a Randy Johnson fastball to make you feel uneasy in the batter's box. While the player models are a little generic, the Franchise mode is as deep, you can hire and fire assistant coaches, not just managers.

**Publisher:** Sega Sports **Developer:** Visual Concepts **Release Date:** February



**PLAY ONLINE**

## ALL-STAR BASEBALL 2004

While hardcore types spent their bucks last year on *High Heat*, casual baseball fans flocked to *All-Star Baseball* in a big way. What they found was a pretty brand of baseball that was way too slow.

While *High Heat* is a great game, it's not the only one. *All-Star Baseball* is superior to its past version in every way. Plus, it's online, so Giants fans can get their Game Six revenge on Anaheim residents.

**Publisher:** Acclaim **Developer:** Acclaim Houston **Release Date:** February

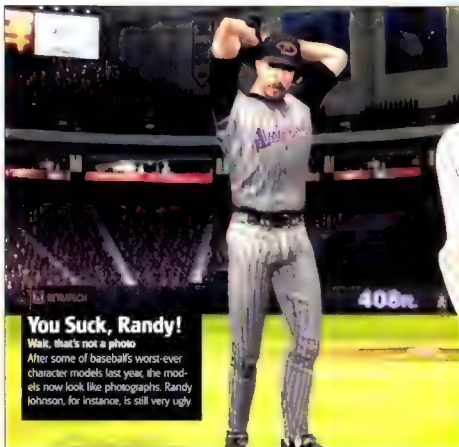
## MVP BASEBALL 2003

### From fluke to front-runner?

It's big news when a top-selling (though awful) sports franchise changes its name. EA's baseball series has gone from fluke (*Triple Play*) to front-runner (*MVP Baseball*) overnight. And EA is overhauling the entire game. Instead of each game turning into a veritable home-run derby with each swing launching 500-foot bombs, *MVP*'s all-new batter-pitcher interface upstages *Triple Play*'s by a good, oh, 2,000 percent (at least the hardcore types will say so). While there's no Franchise mode, EA Sports is obviously sending a message: It wants the No. 1 PS2 baseball game.

**Publisher:** EA Sports **Developer:** EA GAMES **Release Date:** February

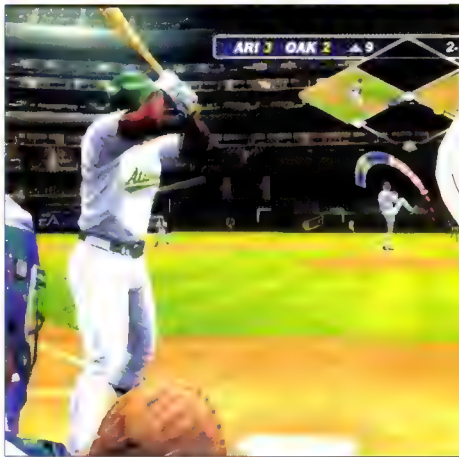
**HANDS ON**



### You Suck, Randy!

Wells, that's not a photo

After some of baseball's worst-ever character models last year, the models now look like photographs. Randy Johnson, for instance, is still very ugly.







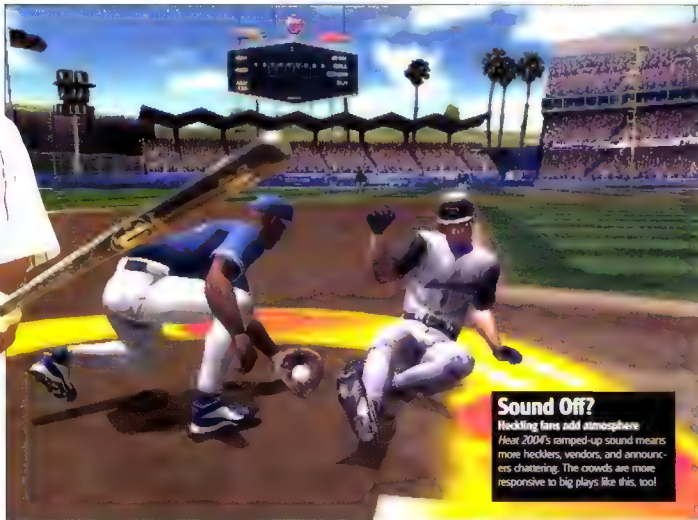
**OVERHEARD:** "Other guys on the team play PlayStations and that's OK, but I play games on the PC, so I'm a geek."  
—EverQuest addict Curt Schilling

## HIGH HEAT MLB 2004

### Can you say minor leagues?

Because of *High Heat 2003*'s realistic stats, getting in play, and a more player-centric environment, most fans of the franchise would like to be paid to play the game season after season. But with no Franchise mode, where the player gets to go the long way with the new *Heat*, Nat on game franchise is the only way to go. The game department look at the revamped Stadium mode, which is a lot better, but it's a Franchise mode at its core. And if that's all you want, you can play the game's most realistic year because of limited rostering, you can bring up players from any of your minor league affiliates. With *Heat 2004*, though, keeping a payroll under control together means you have to keep a tight rein on the game's newly instituted financial situation. The new game mode is a way to control the agent system, meaning you can manage your team's finances more effectively than the biggest stack of cash that you can get for the franchise.

Publisher: 1 Developer: 800 Release Date



### Sound Off?

*Heat 2004* fans add atmosphere. *Heat 2004*'s rapped up sound means more hecklers, vendors, and announcers chattering. The crowds are more responsive to big plays like this, too!



### Eye Shot

Even *High Heat*'s most hardcore fans have always voiced one common complaint: "The game looks like crap." Well, now it's time to check out how far it's come since *High Heat 2002* on PS1!

# Eliminate



## 感染拡大 hack INFECTION Part 1

It's time to see the world as it really is.



PlayStation 2



Mature Sexual Themes  
Mild Language  
Violence

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Digital Software Association.



**PLAY  
ONLINE**

## MIDNIGHT CLUB II

We've told you that *Midnight Club II* is only now has Rockstar informed us what's planned for the feature.

Flag and Detonate (an explosive form of tag). The number of available tracks depends on how many... Publisher: Rockstar Games



**FIRST  
LOOK**



## THE X-FILES: RESIST OR SERVE

If ever a license was worthy of the survival-horror... Publisher: Sierra Developer: Black Ops Release Date: Summer



Tenchu boasts dozens of grisly stealth-kill animations.

**HANDS  
ON**

## TENCHU: WRATH OF HEAVEN

### The original sneak-em-up returns

Nothing beats a stealth kill. You sneak along, rappe, down buildings, wedge against walls, peek around corners, then wait, wait... and—sssskkkk!—blood splatters everywhere as you whip your blades across an enemy's neck, lopping off his head, leaving him in a pool of plasma as you slink back into the shadows. If you're a *Tenchu* fan, you know what we're talking about—but you also know the disappointment of *Tenchu 2*. The good news? Activision is addressing the problems that plagued the second game. The biggest improvement so far: *Wrath of Heaven* finally lets you lock onto baddies, making combat much more manageable.

Publisher: Activision Developer: Vicarious Visions Release Date: May

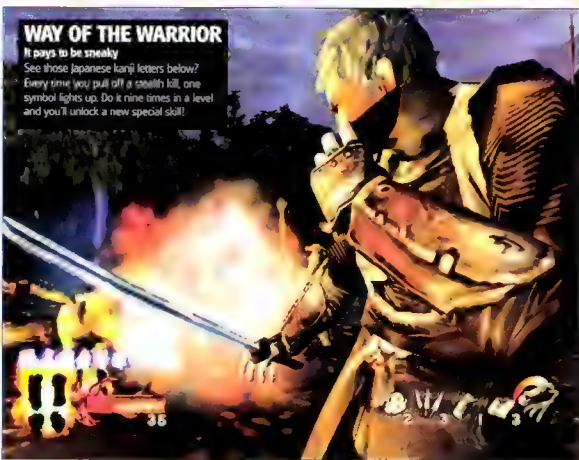
### Tenchu Times Two

Yeah, ninjas work alone, but that's not stopping Activision from tossing in a few multiplayer levels. You and a pal can either fight to the death or work together in co-op missions.



## WAY OF THE WARRIOR

It pays to be sneaky. See those Japanese kanji letters below? Every time you pull off a stealth kill, one symbol lights up. Do it nine times in a level and you'll unlock a new special skill!







44

The number of total playable characters available in *Dynasty Warriors 4* is more than 100. You can play as Cao Ren, Zhou Tai, or Huang Yue Ying. Finally!!!

## DYNASTY WARRIORS 4

### Gaming under siege

So, is *Dynasty Warriors 4* a new, innovative gaming experience, or is it just *Dynasty 3* with new levels? While the core action remains largely the same through 50 stages (which fans of the series definitely want), *Dynasty 4*'s new features should make it truly feel like its own game.

Koe seems most excited about its addition of various types of siege engines. During the battles of thousands (a trademark for the *Dynasty* series), you can now use catapults to eliminate faraway foes, battering rams to knock down doors, and bridgelayers to cross rivers—all in real time.

*Dynasty 4* also incorporates two key play modes. The first, Campaign, allows you to choose your battles instead of following the linear story of past games. Meanwhile, Kingdom mode requires you to pick among the Three Kingdoms, and then use a different character for each battle.

Publisher: Koe Developer: Omega Force Release Date: May 1



## Dominate



hack ranks among the top 9 RPGs for 2003!

感染拡大  
**hack**  
INFECTION  
Part 1

Taking over the **world** has never been this contagious.

[www.dothack.com](http://www.dothack.com)



PlayStation 2



Mature Sexual Themes  
Mild Language  
Violence

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Globox isn't John Leguizamo's first videogame role. He also played Luigi in the 1993 *Super Mario Bros.* film.

## AMPLITUDE

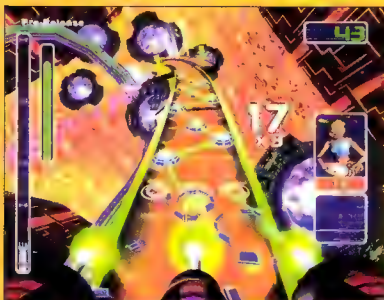
PLAY ONLINE

### It's Frequency 2, baby

*Frequency* is one of those games that's genuinely loved by some and totally misunderstood by others. Just what is the deal with the whole floaty spaceship that zaps blobs to make music, anyway? If you know the answer to this question, you'll be pleased that *Amplitude* takes the concept and runs with it.

This time, there are more musicians (from David Bowie to Garbage, Blink 182 to Herbie Hancock, plus electronic fare from the dearly dull Dieselboy) to the energetic Mekon funkier remixes, and a groovy online mode that allows you to create a bopping avatar, so you can zap your tunes with others. The distinctive look of the original game remains, and, as before, it's as much fun to watch a talented player as it is to sit down and play yourself.

**Publisher:** Sony **EA** **Developer:** Harmonix **Release Date:** May



#### Also Try...

Sega's awesome-looking *Rez* (if you can find it). More of a shooter than a music game, we gave it a score of ★★★★★.



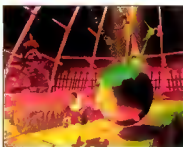
HANDS ON

## RAYMAN 3: HOODLUM HAVOC

### Limbless hero finds new arms

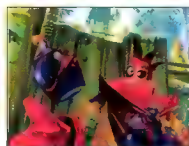
We admit it—we had our doubts about this one. Early previewable copies just didn't share *Rayman 2*'s majestic sense of adventure. But, as we get closer to its release, *Havoc* is finally snapping up to be a very solid platformer, with plenty of act on and lots of exploration. The best part? You can now power up our limbless hero, opening a wide array of new moves and devastating attacks. The focus on combat adds some serious zip to the game: rather than taking your time getting lost in the lush environments, you're forced to face a bevy of baddies attacking from all directions. Big boss battles add even more act on to the mix.

**Publisher:** Ubisoft **Developer:** Ubisoft **Release Date:** March



#### Star Power

John Leguizamo provides the voice for Globox, with Billy West (*Futurama*) pitching in as new sidekick Murfy.







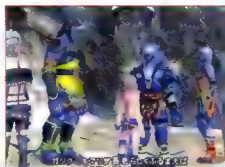
www.silkyproject.com/FinalFinal.html  
A fitting tribute to hardcore Final Fantasy fans

## FINAL FANTASY X-2

### Less clothing equals more Fantasy fun

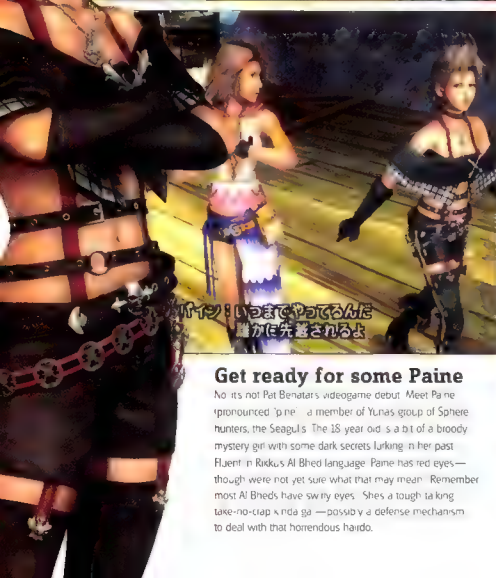
A new leading lady, a new battle system, a new, lumpy attitude... is anything sacred in this first-ever direct sequel to a Final Fantasy game? Seems not, as the over-the-top atmosphere of FFX-2 indicates that this is a different (from anything you've ever experienced from Final Fantasy). We can't wait.

Publisher: Developer: Release Date:



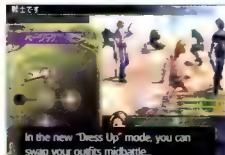
#### GANG BANGING

Now, you can chain your attacks. Time your attacks just right, and the gals gang up to chain their blows together.

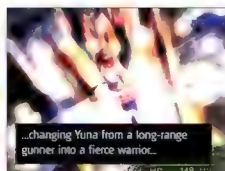


#### Get ready for some Paine

No it's not Pet Benatar's videogame debut. Meet Paine (pronounced 'paine'), a member of Yuna's group of Sphere hunters, the Seagulls. The 18-year-old is a bit of a bloody mystery girl with some dark secrets lurking in her past. Fluent in Rikku's Al Bhed language, Paine has red eyes—though we're not yet sure what that may mean. Remember most Al Bheds have swirly eyes. She's a tough-talking, take-no-crap kinda gal—a possible defense mechanism to deal with that horrendous hard.



In the new 'Dress Up' mode, you can swap your outfits mid-battle...



...changing Yuna from a long-range gunner into a fierce warrior...



...and gaining her a different set of skills along with a sassy new outfit!



PlayStation 2



STRENGTH  
to defeat all before you...



March 2003



Visit [www.esrb.org](http://www.esrb.org) or call 1-800-771-3372 for Rating information



[www.koeligames.com](http://www.koeligames.com)

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## STARSKY & HUTCH

**Publisher:** Empire  
**Developer:** Mind's Eye  
**Release Date:** Spring  
With Starsky driving and Hutch hanging out the window to shoot bad guys, the '70s duo returns for this action-packed driving game.



## COLOR QUEST

**Publisher:** Agave  
**Developer:** Taito  
**Release Date:** April  
This quirky game is *Pokemon*-style monster battling with a twist: You actually create your monsters from scratch via a virtual sketchpad.



## SMASH CARS

**Publisher:** Microsoft  
**Developer:** Criterion Studio  
**Release Date:** March  
Amazingly, the R/C cars in *Smash Cars* actually look and handle like R/C cars (a rarity for the genre), all through perfectly scaled environments.



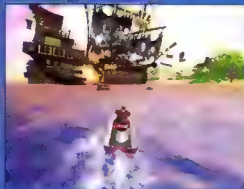
## WORLD SOCCER: WINNING ELEVEN INTERNATIONAL

**Publisher:** Konami  
**Developer:** Konami TYO  
**Release Date:** March  
It's Europe's most popular soccer series. Now, *Winning Eleven* is coming to the United States.



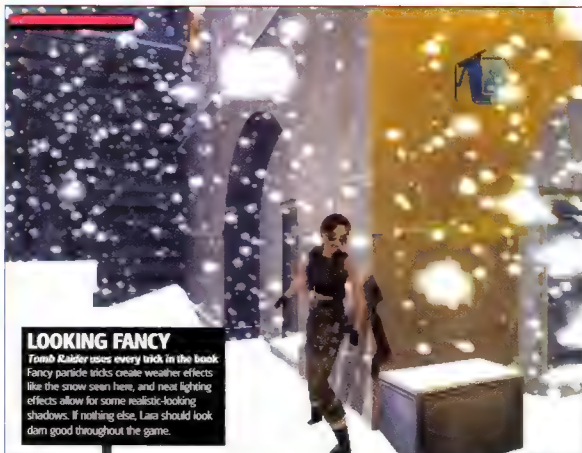
## SPLASHDOWN 2

**Publisher:** THQ  
**Developer:** Rainbow Studio  
**Release Date:** Summer  
THQ is boasting even better water physics for *Splashdown 2* (is that possible?), with bigger waves, swift currents, and downhill rivers.



## PSOne

**Publisher:** Banpresto  
**Developer:** Takara  
**Release Date:** Spring  
A solid fighting game, *Hayabusa*'s story mode should please fans of the anime series, with special moves that play like a clip from the show.



## LOOKING FANCY

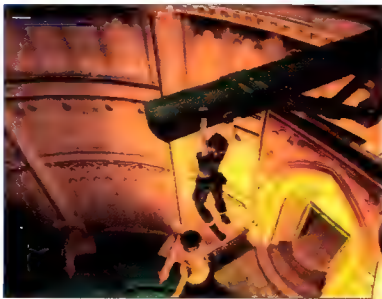
*Tomb Raider* looks every tick in the book. Fancy particle ticks create weather effects like the snow seen here, and next lighting effects allow for some realistic-looking shadows. If nothing else, Lara should look dam good throughout the game.

# TOMB RAIDER: THE ANGEL OF DARKNESS

## Only another month to wait!

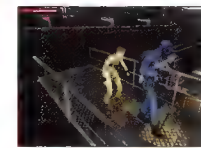
There's a pretty good chance that this time next month you'll be reading our review of the new *Tomb Raider*. That's, of course, only if *Curse of the Mummy* is a labor of love and willing to release it to the public. If you can stomach the gothic, ponder ngs of the game, as featured on our demo DVD in 5 months! you'll see that things are much darker this time. Gone are the previous games' tigers, monkeys, and alligators—here are demons, unicorns, demons, religious freaks, and more demons. The gameplay has received a major overhaul, as well, and Ms. Croft is now able to leap, climb, prance, and run in many more ways than before.

**Publisher:** Eidos **Developer:** Core Design **Release Date:** May 2000



## The Other Dude

Much has been made of the addition of another character to the *Tomb Raider* universe, but you'll be pleased to hear that Kurtis isn't all that obtrusive. In fact, he's featured only in a single level of *Angel*.





# 19.3%

The difference in the scores between *Driver* and *Driver 2*, according to [gamerankings.com](http://gamerankings.com) (88.3% vs. 69%).

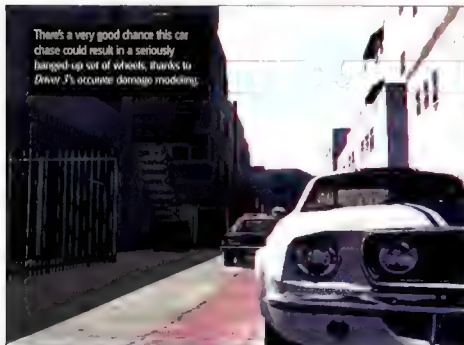
## DRIVER 3

FIRST LOOK

### A lot to live up to

With *Driver* 1 on its way, you have to think: Reflect only, is feeling a fair bit of pressure. *Driver* 3's appearance is a mix of a little franchise known as *Grand Theft Auto* has earned the name. Tanned from many gamers' memories. This could very well be the make-or-break game of the franchise.

Publisher: Atari Developer: Reflections Release Date:



**Huge Maps**  
You won't know a lot about *Driver 3* yet, but one big bonus this release takes place in Miami (the real one—none of this "Vice City" business), Mexico, and Istanbul, and the map for each is huge! This shot shows only a few of the more than 30,000 buildings you'll pass in the game.



### IN AND OUT

**Get out of the car**  
You'll spend only about 70 percent of the game in automobiles (from high-priced sports cars to run-down jalopies like this). The rest is spent on foot.



PlayStation 2



**COURAGE**  
to defend all around you...



March 2003



Visit [www.esrb.org](http://www.esrb.org) or  
call 1-800-771-3772  
for Rating Information



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# PREVIEWS

HANDS ON

## FINAL FANTASY ORIGINS

PSone

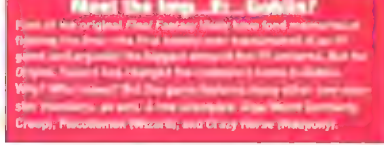
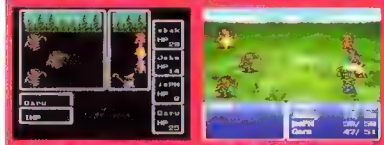
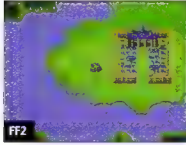
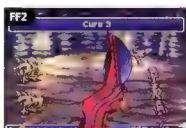
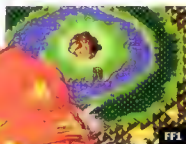
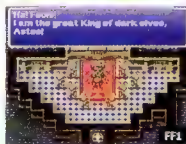
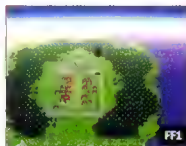
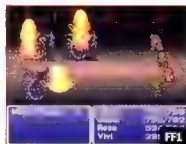
Does it stand the test of time?

It'll be interesting to see how today's *Final Fantasy* fans react to *Origins*, Square's compilation of the first two games of its venerable RPG series. After reacquainting ourselves with the old gins and trying out its sequel for the first time (*Final Fantasy II* was released only in Japan), it's more apparent what an evolution the series has undergone. *Final Fantasy*, for example, has little story to speak of and places a heavy emphasis on random battles. And while *Final Fantasy II* does boast a deeper plot, its cast is still a little more, well, spritely than a Tidus or Cloud.

Publisher: Square EA Developer: Square Release Date: March

Hilda: "Long ago, demonic creatures flooded the world in what is now known as the Tide of Doom."

*Final Fantasy II's* greater emphasis on story means you have a lot more reading to do. Your characters even come complete with actual names!

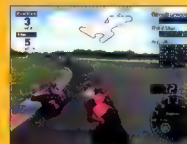


## COMING SOON

The latest on what's coming out and when. (Just remember that no release date is ever final!)

### FEBRUARY

jack // INFECTION	Bandai	Pseudo-MMORPG
BattleBots	THQ	Robot Fighting
Breath of Fire: Dragon Quarter	Capcom	Traditional RPG
Butt Ugly Martians: Zoom	Sierra	Butt-Ugly Racing
Dark Cloud 2	Sony CEA	World-Building RPG
Disaster Report	Ageetec	Earthquake Survival
Everblue 2	Capcom	Scuba Excitement!
E.T.: Return to the Green Planet	NewKidCo	Intergalactic Botany
EverQuest Online Adventures	Sony OE	Life Drainer
Midnight Club II	Rockstar	Street Racing
Mission: Impossible—Op. Surma	Infogrames	Spy Game
My Street	Sony CEA	Online Minigames
Pride FC	THQ	Fight! Fight! Fight!
Primal	Sony CEA	A Girl and Her Gargoyle
RT.O. IV	Koei	Romance of WWII
Tomb Raider: Angel of Darkness	EA	We Can Only Hope!
Vexx	Acclaim	Clawful Platformer
Xenosaga: Episode I	Namco	An RPG to Watch
Yu-Gi-Oh! Duelists of the Rose	Konami	Duelists, Roses, Cards



### MARCH

Aero Elite: Combat Academy	Sega	Flight Simulation
Auto Modellista	Capcom	Cel-Shaded Racing
All-Star Baseball 2004	Acclaim	Baseball
Barbie: Treasure in Time	Knowledge	Barbie: Tomb Raider
Batman: Dark Tomorrow	Kemco	Caped Crusading
Chessmaster	Ubi Soft	Chess
Chopper Search and Rescue	Xicat	Helicopter Action
Clock Tower 3	Capcom	Survival Horror
Colin McRae Rally 3	Codemasters	Rally Racing
Def Jam: Vendetta	EA Games	Hip-Hop Wrestling
Dragon's Lair 3D	Encore	Return of an '80s Icon
Dynasty Warriors 4	Koei	Tactical Action Returns
Final Fantasy Origins (PS1)	Square EA	Classic RPGing
Freedom: Battle for Liberty Island	EA	Alternate History Adv.
Frogger Beyond	Konami	Old-School Hopping
Fugitive Hunter	Infogrames	Fugitive Hunting
Grand Prix Challenge	Xicat	Challenging Grand Prix
Gunfighter: Jesse James 2	Ubi Soft	Draw! (Your Guncon2)
Indiana Jones: Emperor's Tomb	LucasArts	Archaeology
Jurassic Park: Project Genesis	Black Label	Dinosaur Zoo Tycoon
The King of Route 66	Sega	18 Wheeler Part 2
The Lost	Crave	An Infernal Adventure
Mace Griffin Bounty Hunter	Black Label	First-Person Shooter
Malice	Sierra	Girl-Power Platformer
Metal Gear Solid 2: Substance	Konami	MSGS2 Special Edition
MicroMachines	Infogrames	Mini-Racing
MotoGP 3	Namco	Superbiking
MVP Baseball	EA Sports	No More Triple Play
NBA Street Vol. 2	EA Big	Arcade B-ball
Rayman 3: Hoodlum Havoc	Ubi Soft	Limless Platformer
Return to Castle Wolfenstein	Activision	First-Person Shooter
RTX: Red Rock	LucasArts	Save a Martian Colony
Smash Cars	Metro3D	R/C Racing
Tenchu: Wrath of Heaven	Activision	Ninja Stealth Action
World Series Baseball 2K3	Sega	Baseball
World Soccer: Winning Eleven 6	Konami	Soccer
Zone of the Enders: 2nd Runner	Konami	Mech-on-Mech Action



DESIRE to conquer all who have betrayed you.

# DYNASTY WARRIORS 4

March 2003



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PlayStation 2



# COOLER THAN

The poster features a large, close-up, high-contrast image of a man's face on the left, with a serious and intense expression. On the right, a woman in a dark corset is shown from the waist up, holding a handgun. The background is a fiery, orange and yellow glow, suggesting a hellish or intense atmosphere.

AVAILABLE NOW



Blood  
Violence




# HELL

#1 BADASS HANDS DOWN  
THE COOLEST DEMON  
SLAYER EVER! -

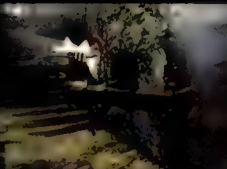
OFFICIAL PLAYSTATION MAGAZINE




"DANTE ROCKS WITH NEW ACROBATIC AND ASS-KICKING MOVES - RUN AND JUMP ON WALLS, AERIAL KICKS, SIMULTANEOUS SHOOTING IN TWO DIRECTIONS AND MORE!"



"DANTE IS BACK IN THIS STYLISH ACTION-THRILLER AND SEQUEL TO THE PHENOMENAL DEVIL MAY CRY!"



"PLAY AS DANTE OR THE MYSTERIOUS AND SEXY LUCIA...THE NEWEST MEMBER TO THE DEVIL MAY CRY SAGA."



"JAW-DROPPING GRAPHICS AND ANIMATION. BATTLE IN MASSIVE ENVIRONMENTS FILLED WITH WRETCHED ENEMIES AND ATMOSPHERIC SPECIAL EFFECTS."

# DEVIL MAY CRY 2

THE KILLER SEQUEL  
TO THE BLOCKBUSTER DEVIL MAY CRY

**CAPCOM**  
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PlayStation 2



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**8:22 a.m.** Ash arrives at the swanky Dearborn Hotel wearing a pair of wrap-around shades.



**11:23 a.m.** In a rush, Ash, late for a meeting with his agent, fends off Deadites with a chainsaw.

# 24 HOURS WITH ASH



We tracked this ZOMBIE-KILLING MEGASTAR on a recent stop to Dearborn, Michigan.



**10:56 a.m.** We caught Ash sipping a cup of Sri Lankan Chai Latte at a trendy local bistro.



**12:44 p.m.** Ash switches from the trusty chainsaw to a boomstick just for kicks.



## QUOTE OF THE DAY

**"Stop following me!"**

-ASH, to our photographer during an encounter in a public restroom.

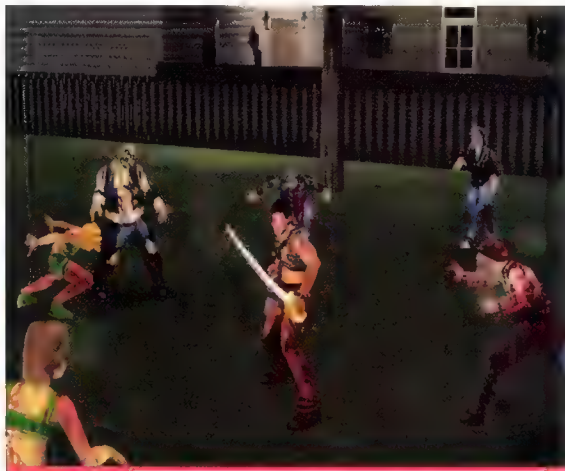


Blood and Gore  
Violence



PlayStation®2





2:31 p.m. Friends in low places. An angry Ash tells a slew of pesky Deadites to stop bothering him by killing them.



5:32 p.m. Ash getting a little R&R on a friend's boat in Lake Michigan.



7:46 p.m. Presto chango! Ash throws a little magic spell on those darned Deadites.



11:34 p.m. Killing is hard work. Ash takes advantage of the Dearborn nightlife after a job well done.

# EVIL DEAD

## A FISTFUL OF BOOMSTICK

For more snapshots of today's featured star,  
visit [evildeadgame.com](http://evildeadgame.com)



A Viacom Entertainment Company



[www.thq.com](http://www.thq.com)

# DEF JAM: VENDETTA

## BEAT DOWN



Mix one part EA Big with an equal part of Def Jam and sprinkle with a handful of *Fight Club*. Chill. Serve on PS2. It may sound ridiculous, but this formula has led to one hot game that challenges what a finishing move can be, who the wrestlers *have* to be, and what a soundtrack should be. Welcome to *Def Jam: Vendetta*, the hip-hop fighter that will change everything. **BY TODD ZUNIGA**



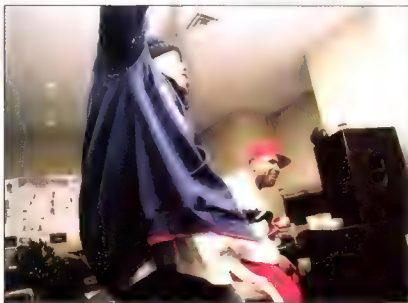


**LUDACRIS**

*Word of Mouth*

Check out [www.ludacris.net](http://www.ludacris.net) for cool videos, screensavers, and other stuff

# DEF JAM: VENDETTA



## DEF JAM LIVE

Redman takes on N.O.R.E.

At Def Jam's NYC office, Red and N.O.R.E. put a virtual hurtin' on one another.

## THE SEVEN RULES OF VENDETTA

### THE FIRST RULE OF VENDETTA

You do not talk about Def Jam.

Well, at least, you initially don't talk about Def Jam. That's for two reasons. One: Gameplay comes first—ask anyone at Def Jam. Two: Def Jam is a dirty word for the game's main character (the third rule of *Vendetta* explains why).

Know this: *Vendetta* is not a ragtag game put together for the purpose of slapping on a lifestyle-company label to drive sales.

Know also that *Vendetta* is developed by Aki, the co-ast fighting-game team going. In games, a developer is the equivalent to the offensive line in football, the songwriter in rap, baseball's middle relievers—in a word, the unheralded. And Aki's been declared the premiere developer of wrestling games, with WWF games for Nintendo 64 that set the pace for all other wrestling games. They were planning to work on a new WCW-based game, but that evaporated when WWE chairman and gazillionaire Vince McMahon bought out the competition.

We had Aki signed to work with WCW in mind, but the WCW license went the way of the dodo when they were acquired by the WWE," says Josh Holmes.

*Vendetta's* producer: So, we had this terrific developer with all kinds of wrestling and fighting-game experience, and we were like, "What are we going to do?" We got a bunch of people together and had a big creative brainstorm. It's there that we came up with this idea for a sort of *Fight Club*-meets-hip-hop urban brawler. And we decided, if we're going to do this, we're going to do it right. So, we said, "What about Def Jam?" Steve Schnur, EA's VP of music and audio creative, said Def Jam had approached EA about doing a game, so we were like, "Cool! Can you hook us up?" And as soon as we talked to Def Jam, they were psychic from concept to near-finished product as short as it gets for making a game. Def Jam officially got involved with *Vendetta* last April—and *Vendetta* is going to be finished in February.

As a rule, short development cycles make for bad games, but that's just one of the many rules *Vendetta*'s not operating under.

You have to remember that Aki's been working on a next-gen engine, in a gameplay sense, for three years, says Holmes. It's a quick turnaround, but we had the luxury of having a solid, well-balanced fighting system to work with. That brought it down to the storytelling, the characters, and the environments.

OK, so, we're gonna do it. We're breaking the first rule. We're talking about Def Jam. But fight clubs don't get big without someone being looser-lipped than Laddarius. So we're not only talking about Def Jam—we're talking with them.

Originally, EA came to us to license music," says Kevin Liles. Def Jam's president said to them, "Why are you going to keep licensing music to us? You want to license my hot records so you can use them in the game. But I don't get nothin' off the game, so why do it? I didn't understand the theory. So I said, 'How about this?'





# METHOD MAN



**"Let's create history. Let's do something special. Not just music-wise, but culture-wise."**

Let's create history. Let's do something special. Not just music-wise, but culture-wise.

That's exactly what's happened. In 11 short months, Def Jam's interest in working with EA has turned into a brand-new game on the cusp of release.

Longwinded story short, EA brought a rough draft of the game to Def Jam, and Liles called in the two biggest gamers he could think of: Redman and Method Man. Red's excitement was explosive. He told Liles, "Man, we do this."

So, they did it. And it worked. Vendetta provides another way for Def Jam to say, "Look, all you other record companies, you so called hip-hop kids, you're not us. We're always going to set the trend. You're going to be playing our game," Liles says.

Play Def Jam's game, listen to Def Jam's music, wear Def Jam's clothes (Phat Farm), and watch Def Poetry Jam on HBO. Def Jam

is more than a music label. They're setting a lifestyle, and the game is an extension of its brand.

We know our audience plays videogames," says Liles. They listen to our records. They go to the store and say, 'Hey, I want to invest in not just a record, but a brand.' And what better brands than Def Jam and EA to get together to form something that's great for our culture? It's the first game where EA games and the Def Jam lifestyle come together and create something special.

We know what the naysayers will come up with. "But I don't like them to rap—I've never heard of WC. But don't like wrestling games, the WWE is stupid." But never saw *Fight Club*, and I'm not going to read the book!" While we did like to kick those people into a windmill's room with DMX for an hour, we take the high road and say that Vendetta's got something for every gamer.



## INTRODUCING

Staten Island-based Method Man (born Clifford Smith) first burst onto the national hip-hop scene in 1992 as a member of Wu-Tang Clan. Following that group's 1993 debut album, *Enter the Wu-Tang (36 Chambers)*, Meth released his first solo album, 1994's *Tical*. He won a Grammy in 1995 for his duet with Mary J. Blige, "I'll Be There For You."

## RAP SHEET

**Method Man: Tical (1994)**

On the strength of this record, the first solo joint from a Wu-Tang Killer Bee, nearly 25 solo Wu albums would follow. Why? Over the RZA's ominous, riveting beats, Method Man spits clever, angry rhymes that would have you rewinding if the beats didn't keep you glued to your seat. Cuts like "Tical"; "Bring the Pain"; "Meth vs. Chef"; and "All I Need," a razor-sharp RZA remix of the Method-Mary J. Blige joint, make this a five-joystick gem.

## FEATURED BEATS

"Bring the Pain" from *Tical*. Low-key and smooth, this'll get your mind straight for a ruckus.

## METHOD MAN OF FEW WORDS

**How did you hear about the game?** It was an accident. I walked into the office and they were playin' it. It was hot.

**How eager were you to get on board, especially after the Wu-Tang game?** Man, the Wu-Tang game was whack. I'm all for this one. **Word on the street is you're a big Final Fantasy gamer.** Nah, I didn't play until the last one (FFX), but the last one looks so good, I had to play it.

**Who's your favorite FFX character?** Definitely Titus.

**What else have you been playing?** I've been playin' *Splinter Cell*. And I love *Madden*. I'll play anything by EA Sports.

**Are you hoping for more Def Jam games?** I just want a game with Meth. Just me runnin' around and mixin' it up.

**What's the difference between hip-hop and rap?** Hip-hop's about the love, yo. Anyone can rap.



# DEF JAM: VENDETTA

It has a lot of appeal for fighting gamers, wrestling gamers, and we see some mainstream crossover appeal for hip-hop enthusiasts," says Holmes. "I think the game has enough in it, and it's broad enough so that it can appeal to people who don't necessarily have a strong interest in hip-hop, but are game enthusiasts. For hip-hop lovers, this game is a dream come true."

It's also a dream come true for wrestling fans—especially amid the storm of P52 wrestling under achievers. With Aki's engine purring, Def Jam's marketing pushing, and EA Big's attitude performing, there's nothing to stop it.

I never thought I would be this good. It's ill, man," says Liles. "You ask me: Does it play well? Yes. Are we happy with the way it looks? Yes. Do we have great partners in EA? Yes. Did we come up creatively to deliver on our culture? Yes. Are we done? No."

## THE SECOND RULE OF VENDETTA

You do talk about *Fight Club*

"A lot of people ask how *Fight Club* fits into the game," says Daryl Anselmo, *Vendetta*'s art

director. "If we could have gotten the rights to Tyler Durden, we would have, because he fits. I watched *Fight Club* six times when we decided to make this game."

As influences go, there's none clearer than Chuck Palahniuk's novel-turned-David Fincher film. But while *Fight Club* is fighting as a metaphor for self-improvement, self-destruction, and eventually revolution, *Vendetta* is less dooming. Case in point: *Vendetta* is all about the Benjamins.

Everyone on the team has seen *Fight Club* and everyone loves it. But *Vendetta* is about underground fight clubs where people brawl for money," says Holmes. The illicit business of fight clubs had a cool appeal to us.

But, while the themes are worlds apart, *Vendetta* is more like *Fight Club* than any other fighting game because there's a story, a point to why you're willing to have your face beaten into something as soft as a rotting orange.

In fighting games, there never seems to be much of a point to why people are fighting. You can go on the Web and read some backstory, but when it comes down to it, there's no real motivation, says Holmes. We looked at

the fight club aspect as being a primary motivation: fighting for money. Then we added story.

If you're going to make a game like this—if you want to do it right—you have to try it yourself. You'd want to trade punches with the Kinko's copy boy of the month, with the waiter at Spago. With the mail clerk on the sixth floor. Right? Or maybe not.

We haven't been out to any fight clubs, I don't think there are many around here [in Vancouver], Holmes says. But I know they exist. I know a guy who was fighting in some low-level EC type local tournament thing. It was a bare-knuckled, no-holds-barred fighting circuit. People were going to see him punch guys' throats out, and I was like, A fight, I don't want to mess with you.

## THE THIRD RULE OF VENDETTA

If your best friend's in trouble, you have to fight

So, there's a story, a purpose, motivation for fighting for money, sake, well, that's immature. And even though it's a T-rated title, when it comes to putting your boot heel on what's left of someone's nose cartilage and twisting, you'd hope there's more than machismo at work. The story is founded in the little logic that makes sense once you play the game (but not before). Ready for a twist? When you're getting yourself into

The game's title refers to a score you have to settle with D-Mob," explains Holmes. D-Mob is the head arch villain, the gangster that runs the whole fight club circuit in New York. The Def Jam artists in the game are soldiers in his army. They protect his turf.

His turf was your turf. You were the king of the ring, the top of the fight-club food chain. But everything changed when D-Mob showed up flaunting his power.

You had been a sort of champion in the underground fighting circuit, but when D-Mob came in, everything became corrupted," says Holmes. "You wouldn't play by his rules, so he ran you out."

D-Mob turning the circuit into persona. Right? Instead of some greater lighting high-well, that's all backstory drip-drip through the cut-scenes. What you know when the game opens is that your old buddy, Manny, made too many mistakes. Manny met his Pete Rose-esque gambling addiction get the best of him. But you two go way back—and you fight because you're honor first, dollar-stacking second. So, when the doors open on that first fight with the crowd



## INTRODUCING

From Lefrak, Queens, hip-hop's official what-whut man, N.O.R.E. (Victor Santiago), is considered one of the unofficial defenders of New York hip-hop. Known for keeping a biography of Manuel Noriega with him at all times, his nickname is a shortening of his original nickname: Noreaga.

## RAP SEET

N.O.R.E.'s *God's Favorite* (2002)

N.O.R.E. doesn't have to rhyme, his personality—half Big Pun, half Ice Cube—carries these 18 thug dance tracks. The standouts are "Nothin'" and

"Grimey," perfect examples of how hardcore rappers can make hit singles without selling out. The beats are by The Neptunes, and Pharell, leader of this incredibly popular two-man crew, has become music's new Prince—this is his Purple Rain.

## FEATURED BEATS

"Nothin'" from *God's Favorite*

The baddest song from his latest album is perfect to punch to.

## N.O.R.E.'S THE STORY

What games do you usually play? *Grand Theft Auto*, baby. Though I ain't played *Vice City* yet—I'm mad about that. I think I bought it twice, and left it on the tour bus both times. Word to your mother, For me, though, I don't like to play a game where we both learn at the same time—I want to be at my house for weeks upon weeks upon weeks before I even tell you I've got the game. I don't like losing, you know. Where's hip-hop now? Hip-hop started out with people partying, having a good time, and that's what I think it's coming back to. People are tired of all the serious s---. People just want to have a good time. That's what I try to do: make people have a good time. I ain't born! So, I don't want motherf---ers to listen to my music and be bored, cause I ain't born.

What Def Jam brawler do you want to fight once the game's finished? I wouldn't beat up nobody. I want to be a regular dude in the game and play all the rappers. Beat myself up. How did you get your nickname? It was going by Noreaga, but I thought I was more mature now. It's one of the most unique names out there. If you see someone named that, it's clearly because they named their child after me.





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# DEF JAM: VENDETTA

## MULTIPLATINUM

Say 'What'?

From rap artist to movie star to game chaocier, Redman's doing it all.



barking louder than at a DMX joint, the beats popping like fireworks, and the pressure higher than Redman in *How High*. You know you're home.

You eventually realize that your ex-girlfriend Angelina hooked up with D-Mob, says Holmes. Angelina played by the eye-watering, pretty Christina Milian. There's something that keeps you there, that stops you from running away again. Once Manny's out of debt! That's when conflict develops. That's the PG-13 version.

There's another way to look at it. I look at the game as, I want to be D-Mob up, says Liles. It's about one guy controlling the underworld. I don't like him having the girl. Like I don't like him having all the money. So I'm him.

## THE FOURTH RULE OF VENDETTA

**No more than two men to a fight—or, you know, four.**

The Story mode puts you up against a whole lot of brawlers, one on one. Since your boy Manny's on the shelf with a broken arm, it starts off as you against the world. If you're strong enough to survive, time passes. Manny's arm heals, and you'll knock heads in tag team matches with him as your partner. Outside the Story mode, there's Survival, where you try to take on a series of foes before getting thumped into submission. There are handicap matches and free-for-alls. There are plenty of fights to pick, and you'll want to stir it up, because *Vendetta*'s fun.

This is not a hip-hop game. This is a gamer's game, says Liles emphatically. You've got EA and you've got Def Jam. The key to it? Music is not the key to it. The artists are not the key to it. It's a game. When a gamer sits down, he's excited about playing

the game? That's the No. 1 focus. One reason to get excited is all the attention you'll get from rising so high, so fast. And we're not talking D-Mob attention, either. We're talking about the cast of skinny-dressed and fishnet stocking-wearing chicks that are eyeballing you. If you're having trouble picturing the type of women we're talking about, check out any rap video on MTV. These women are the kind of hot that makes you want to pack up and move to L.A.

Visually, we tried to capture something appropriate to the culture, says Anselmo. Look at *FHM* and *Maxim* for the style of women. Each mode has a unique flavor and every one of them is hot.

If you win the women's attention—we won't spoil how this happens, it's one of the game's many twists—you can also unlock photo galleries (though it'll cost you cash). If you think the women are senselessly peppered in, think again. Beautiful women are as important to hip-hop as money, power, and a non sequitur rhyme.

The way we're crossing over with hip-hop culture, we're doing something that no one else has ever really done, says Holmes. With *Def Jam Fight for NY*, you can see that hip-hop is reaching a mainstream audience now. And working with Def Jam on this game means we're able to present hip-hop in its purest form.

## THE FIFTH RULE OF VENDETTA

**No chumps. Period.**

Any of the upstart Def Jam artists would've worked as characters in *Vendetta*. After all, it's the tight gameplay that allows for suspension of disbelief. But, while some were tentative about the idea, others wanted to go for it.

CONTINUED ON PAGE 98

## KEVIN LILES: HIP-HOP'S "THE CNN OF THE GHETTO"



"I've been at Def Jam for 11 years, started as an intern. Not only have I seen our music grow, but I've seen our culture grow. We're not about color, we're about culture. We focus on the browning of America. As we continue to bring different cultures, nationalities, and religions together under this culture that we have, I think we'll have a better place. We're starting a new movement. We're not Generation X, we're not Generation Y, we're Generation E, and E is for empowerment. We want everyone to realize that we've made so

many multimillionaires from a culture. And Bob Johnson said it best: 'On the back of the urban youth and urban culture, I have a multibillion dollar business that provides a means to communicate.' With us, I take the old Ray Crock theory: I don't look at us as a record company, I look at us as a lifestyle company that happens to sell records. Ray Crock didn't look at McDonald's and say 'hamburgers.' He looked at it as a real-estate company that happens to sell a lot of hamburgers. Because their buildings are in prime places."

**Liles on hip-hop's transition from pain and anger to fun and community**

"It depends on who you listen to. With hip-hop, we're the CNN of the ghetto. There are going to be happy times in the ghetto, there are going to be sad times, and there are going to be angry times. Because, still, poverty is as big as it was, ever. You've got people with AIDS, people without health care. You've got to hear about those things. You've got to know that everyone's life is not hunky-dory. But hip-hop is about experiences. You'll get some-

thing from Ja, you'll get something from DMX, from N.O.R.E., from lots of different people. That's what's great about hip-hop. It's not about being mad at the world. But hip-hop's a means to express ourselves. Because you're not going to get the truth picking up the newspaper." **Hip-hop has gone to every corner:** Phat Farm, Def Jam, Def Poetry Jam, music, movies. **What's next?** "Next is Def Con 3, a beverage company. Energy drink. Red Bull competitor. Stop the Bull, go to Def Con 3. We're comin'."



# REDMAN



## INTRODUCING

Grammy Award nominee, Source Award for Live Performer of the Year, and movie star (*How High*). Redman is more than just a rapper. But his albums score huge sales because of their uniqueness. His best friend in the rap world is none other than *How High* co-star, Method Man.

## RAP SHEET

**Redman: What? Thee Album (1992)**

Over thick, funkadelic beats produced by EPMD's Erick Sermon, Newark, New Jersey's favorite stoned uncle licks his nasal baritone over 21 head bangers—yelling, singing, even dropping Korean. Redman switches styles—Gangsta in "I'm A Bad"; joker in "How To Roll a Blunt"; lover in "Tonight's Da Night"—but thankfully never sounds like anyone else.

## FEATURED BEATS

**"Smash Sumthin'" from *Malpractice***

Be careful. This flavor-filled hit will get you fired up enough to fight for real.

## REDMAN'S HIP-HOP TUTORIAL

**What games are you into?** I play fighting games and car games and action games. One of my favorite games, period, is *Power Stone*. You can pick up anything anywhere, hop off anything. And I like playing *James Bond*. I play NFL Blitz, but I don't know how to play *Madden* or none of that s—t. I never knew how to play *Madden*. But I love *NBA Street*. Love streetball.

**How did you get involved with**



**Vendetta?** I like games, and Meth likes games, so being a part of the game is something big for us. To other artists it might be small, but for us, it's big. Meth and I play games all the time. He's my closest friend in the game.

**How much input did you have with regard to your character?** I had full input. I did my sound bytes, and I told them what I wanted—my finishing move, the moves I wanted. As for the look, they took what I had on that day and that's what I'm wearing in the game.

**What else are you up to?** The D'KAZI clothing line will be out next year. And me and Meth are doing a new album, too.

**What's the difference between rap, hip-hop, and R&B?** Rap is people who know what's going on with the radio. Everything on the radio isn't hip-hop—it's rap.

Hip-hop is for people who know who Herc is. For people who know who Sugarhill Gang is. It's not underground, because hip-hop is



huge. But to know hip-hop, you've gotta go back. You've gotta do your homework.

Young people today think that Nelly started rap. Or that Biz Markie started rap. But it goes back to Kool Herc and Grandmaster Flash. People who [listen to] the radio and [go to] those type of concerts, that's rap. Hip-hop is for mother—ers that know Kool Herc. Know who Jam Master Jay is. Who Run DMC is.

As for R&B—R&B is just R&B. **What do you think of Vendetta so far?** It's not like this game is corny. This game's a good thing. It's got graphics, there's detail in what we wear, so hip-hop or rap fans will know. DMX doesn't wear a shirt, Meth always has a jersey and a hat. I think it's good.

**Where'd you get the nickname Redman?** When I was young, I had red hair. Now, I don't, but the name stuck.

**What are two albums we should listen to as prep for Vendetta?** The first Slick Rick album and KRS-One

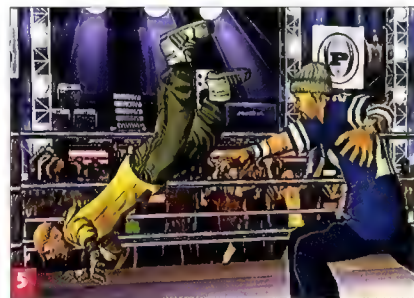
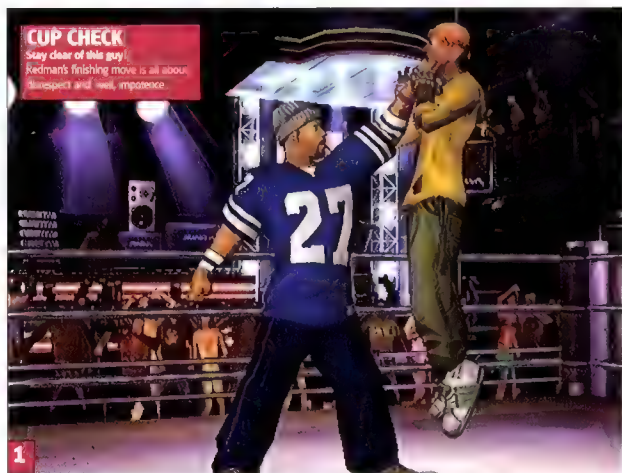


## THE WRATH OF HEAVEN...



PlayStation 2

# DEF JAM: VENDETTA





# DMX



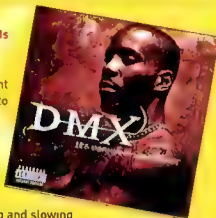
## INTRODUCING

Known for growling and barking as much as rapping, Dark Man X (born Earl Simmons) has done more than light up charts with hits like "Ruff Ryders' Anthem" and "Party Up" ("Stop. Drop. Open up shop!"). He's also starred in *Exit Wounds* with Steven Seagal and is set to star in *Cradle 2 the Grave* with Jet Li.

## RAP SHEET

**DMX: It's Dark and Hell is Hot (1998)**

This is the record that Yonkers' Earl Jones spent his life (of crime) trying to make. The vocals are thrashing, attacking, as if he's trying to come through each song and grab listeners by the throat. His rhymes are off-cadence, speeding up and slowing down, all over Swiss Beats, who became a star after this hit the streets. The standout tracks are "Ruff Ryders Anthem," "Damien," and, of course, "Get At Me Dog," which in 4:03 minutes took hip-hop from Death Row to Def Jam.



## FEATURED BEATS

"Intro" from *It's Dark and Hell is Hot*

"Intro" makes you feel so hard, you'll think you can bend steel.

## INTRODUCING

Signing with Def Jam in July 2001, nickname-free Keith Murray had a sordid past. After his 1994 debut on Jive Records with *The Most Beautifullest Thing in This World*, he was convicted in 1995 for socking someone over the head with a barstool. He cooled out, found himself, and is back on top with Def Jam.

## RAP SHEET

**Keith Murray: The Most Beautifullest Thing in This World (1995)**

Unlike virtually every other artist featured here, Keith Murray has no nickname



or gimmicks. His lyrics tell you who he is. Musically, with beats by Erick Sermon, he's the polar opposite of Redman: Where Red is lightning and thunder, Murray is a quiet storm. He has flow, and his words—many his own (like the album title's oddball "beautifullest")—raise these tracks from a subway to an el.

# KEITH MURRAY



## SMACK TALK

"Hey you, come here—I'll slap the flava out ya mouth!"



## INTRODUCING

In and out of jail like a lifer's loyal wife, Capone has never put out his own solo record. The master of the quest appearance, the silky-voiced rapper has blessed tracks by fellow-Queens rappers Nas and Mobb Deep, but most often with partner N.O.R.E.

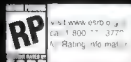
# CAPONE



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THAN IT APPEARS.



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# DEF JAM: VENDETTA

## FEAT

### Manny (Dion Luther)

A deadbeat, a gambling addict, a fighter-on-the-rocks, Manny's also your best friend, and that means when he's in trouble, you're involved. He brings you back into the underworld you were tossed from years before. But even though Manny's the reason you come back, there are plenty of reasons to stay. The title *Vendetta* came from somewhere.



### D-Mob (Chris Judge)

The kingpin of the underground light club scene, D-Mob came in and destroyed the integrity of the entire scene just to fatten his pocket. After forcing you out because you wouldn't follow the rules, he also took a liking to the circuit's most vexing shortly: Angel. Surrounded by his soldiers [the Def Jam rappers], he's tough to get at.



### Angel (Christina Milian)

You were in love with her. She was in love with you. Then D-Mob showed up flashing more jewelry than Liberace. Then you got booted out of the circuit by D-Mob and, inexplicably, your love affair with Angel went kaput. But no matter how much you want to move on to other dames, you just can't resist this one. For obvious reasons.



### GIRLS, GIRLS, GIRLS

Nothing like a little extra incentive like a night off from fighting to relax with these ample-bodied lookers.

from the start. Method Man and Redman were the game's biggest proponents.

Red was psyched, "says Holmes. "But the guy who's been the most enthusiastic has been Method Man. The *Wu-Tang* game [on PS1] left a bad taste in his mouth. He's been there for us every step of the way."

"The *Wu-Tang* game," says Method Man, "was totally whack." As one of Def Jam's biggest

didn't think it was serious at first, but then I was like, 'Wow.'"

The artist-choosing process didn't include brain-storming sessions about who would and wouldn't fit. It didn't include fan polls or a sales chart. It was simple.

"If you wanted to be involved, you were. If you didn't want to be involved, you weren't," says Liles.

Those who wanted to be involved had full reign over what they looked like, what they wore,

It's a stylized look," says Anselmo. "It's not quite comic book, but it has a little bit of that edge to it."

The artists aren't the only things with edge. The arenas they fight in have as much personality as the wrestlers. We're not talking about a dark bar basement with a concrete floor. The rings are set all over New York City. Meth and Red share a stage and are a tag-team. N.O.R.E.'s ring is set in his hometown of Lefrak, Queens.

We said, OK, where are these guys going to fight? And we came up with ideas about what the specific artists wanted.

Anselmo: "We have Scarface fighting in a speakeasy, underground casino. DMX is in a junkyard with dogs around, barking. These were ideas cultivated by Def Jam. It was a collaborative effort."

### THE SIXTH RULE OF VENDETTA

Fights go on as long as they must.

In *Vendetta*, winning fights takes more than brawn. Street smarts and common sense come

ber [of styles], but each [fighter] has his own personality."

That personality shines brightest when you're doing out a devastating special move. Imagine for a moment the most creative, challenging, dynamic special move you can. Now, multiply that by 10. Flip to Redman's special move on page 96 and you'll see there isn't room in this game for a piddly Pedigree or People's Elbow.

Though Redman's move was edited for, well, obvious reasons.

I told EA that I wanted my move to be something weird, where I'd get my opponent down and then 100 bits/nets come from the audience and start kickin' him in the nuts," Red tells us. But I guess EA made a shorter version, where I just pick the guy up by the neck, punch him in the nuts three times, then throw him down. I just disrespect him. I'm going to call it Balls to the Wall.

### THE SEVENTH RULE OF VENDETTA

A soundtrack for every fight

Since *Vendetta*'s plugged into Def Jam, expert the soundtrack to tell the range of your speakers.

While *GTA Vice City* had over 80 songs, and *Tony Hawk's Pro Skater 4* had over 40, this game will likely have 15. Is it odd that there are so few? Maybe. But some surprises will offset the quantity, like exclusive songs from Method Man and DMX. Instead of just pumping popular tracks onto the soundtrack, there's been heavy consideration about every song.

Onyx's "Throw Ya Gunz" defi-

nitely works in the game," says Liles. "Public Enemy's *Fight the Power* works in the game. N.O.R.E.'s *Nothin'* works in the game. We used music that felt good while you were playing."

The way the soundtrack was put together goes with the theme repeated over and over by Liles: He wants a gamer's game. He wants people to love this game.

When other record companies do games, they're only trying to benefit themselves," he says.

"I'm not just trying to do that. I want consumers. I want EA and the Def Jam staff to say, 'Hey, we have a great game. And there, we're going to accomplish that on all fronts.'"



## "The guy that's been the most enthusiastic is Method Man. The *Wu-Tang* game left a bad taste in his mouth."

gamers, this was a chance for redemption.

N.O.R.E. wasn't as sure. "I didn't make a serious effort to be in this game when they first mentioned it. That's just between you and me, and, well, the world," N.O.R.E. says. But he quickly changed his mind. "When I saw the way they were putting it together, though, and then got to play the demo, I was impressed. I

and even their move set.

"We wanted artists who were enthusiastic about their involvement, who were interested in gaming. We wanted them to have input as to how they were portrayed in the game," Holmes says.

How do they look? They look like cartoon likenesses of themselves. But remember, these are rappers in a wrestling ring—urban realism would've been a flaw.

in handy. Each Def Jam artist feels different when you're tussling with and against him, and so do the other fight club henchmen [22 in all] you have to battle through.

It's hard to say how many fighting styles there are," says Holmes. "We used so many influences. Some fighters use martial arts, some submission. Others are into hardcore brawling with power moves. There isn't a specific num-



# SCARFACE LUDACRIS

## INTRODUCING

Scarface is a hip-hop ambassador and one of its most prolific artists. Since stepping on the scene with the Geto Boys in 1990, he woke the world a year later with his arctic delivery on the classic single "Minds Playing Tricks On Me." Many of his peers were once adoring fans. You'd be hard pressed to find a rhyme heavyweight who hasn't graced a Face album. That's how old-school Brad Jordan, er, Mr. Scarface, er, Scarface, er, Face is.



## RAP SHEET

**Scarface: The Fix (2002)**

As part of the Geto Boys, Scarface's rhymes made the suburbs smell the gun smoke of Texas' Fifth Ward. On *The Fix*, he's joined by some of those he's influenced: Nas, Jay-Z, and Beanie Seagal. You can hear the respect in every breath.

## FEATURED BEATS

"Cold Blooded" from *The Fix*  
"This'll make you feel like Vendetta's No. 1 gangsta."



## INTRODUCING

From Atlanta, Ludacris emerged with the indie-produced *Incognegro*, which sold 30,000 copies. He followed with the double-platinum *Back for the First Time* on Def Jam South, and then the recent (and incredibly popular!) *Word of Mouf*. "I grew-up watching Richard Pryor, *The Three Stooges*, and *Dolemite*," says Ludacris. "I've always been the funny dude in my crew, so I wanted to put that humor into my lyrics."



## RAP SHEET

**Ludacris: Word of Mouf (2001)**

This, the second Ludacris joint, marries his witty, lazy drawl to crunchy, bouncy beats, creating the party soundtrack of a lifetime. Plus: Just about every song on the album has some kind of PlayStation shout-out.

## FEATURED BEATS

"Saturday [Oooh Oooh!]" from *Word of Mouf*  
"It's not like you can brawl to 'Area Codes,' right?"



## INTRODUCING

WC's professional days date back to his 1989 Priority Records debut album, *Low Profile*. He later enjoyed tenure with WC and the Maad Circle, and remains a

member of the seminal hip-hop supergroup, the Westside Connection, with Ice Cube and Mack 10. His recent album, *Ghetto Heisman*, is his first with Def Jam.

## RAP SHEET

**WC: Ghetto Heisman (2002)**

It could be argued that Snoop Dogg recorded *Paid Tha Cost To Be Da Boss*, his best album in a decade, because he was inspired by his guest appearance on this California OG's first Def Jam record. Gangsta, but not posey, WC tells it like it is.

## FEATURED BEATS

"The Streets" from *Ghetto Heisman*  
This stick groove is the best song on WC's new album.



## INTRODUCING

Along with Method Man, Ghostface Killah (Tony Starks) started up as part of Wu-Tang Clan. Using his original group's success as a launching point, he

released his debut album, *Iron Man*, in 1996, three years after the much-ballyhooed *Enter the Wu-Tang's* release. When you think old-school, think Killah.

## RAP SHEET

**Ghostface Killah: Ironman (1996)**

He won't just mention his childhood housing project, he'll describe the cracks in the ceiling, the approach of the hand toward his skull. Tracks like "Iron Maiden" and "All That I Got is You," show one of hip-hop's greatest storytellers in action.

## FEATURED BEATS

"Buck 50" from *Supreme Clientele*  
This'll have you slap the taste out of your own mouth.



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# REVIEWS

Making the world a more perfect place.



## LOVELY A ROLE-PLAYING GEM

You've never had more fun with an RPG.  
Dark Cloud 2 is a no-brainer winner for  
Game of the Month.

## MEET THE CRITICS



### JOHN DAVISON

He spent this month growing a beard. It was more fun than *Total Immersion Racing*.  
**Current Favorites:** *The Getaway*, *Vice City* (still!)  
**Favorite Genres:** Driving, killing, beard-growing



### GARY STEINMAN

Look at Gary! He looks very, very angry! Why is Gary so angry? We don't know!  
**Current Favorites:** *Dark Cloud 2*, *Xenosaga*  
**Favorite Genres:** RPG, Platformers



### JOE RYBICKI

Joe visited Ohio for the holidays, bringing home an amazing Midwestern virus.  
**Current Favorites:** *ATV QPR2*, the *FFXII* video feed  
**Favorite Genres:** FPS, Puzzle, Adventure



### CHRIS BAKER

Playing *Galerians*: Ash often put C-Bake to sleep. That's where he's a Viking!  
**Current Favorites:** *Final Fantasy Origins*, *Contra*  
**Favorite Genres:** Action, Adventure, Sports, Strategy



### SAM KENNEDY

Sam learned that *Everblue 2* gives new meaning to sleeping with the fishes.  
**Current Favorites:** *GUILTY Gear X2*, *Breath of Fire V*  
**Favorite Genres:** Fighting, Action, RPG



### TODD ZUNIGA

Hoping to get a Def Jam deal, T-Zuni is cutting his first album: *OPM 4 Life*.  
**Current Favorites:** *Vol. 2*, *Vendetta*, *WC*, *Jay-Z*, *Beck*  
**Favorite Genres:** Sports, sports and, well, sports

## REVIEWS

Holy crap—a full third of the reviews this month are rated four stars or higher!

### PS2 GAMES

103 *ATV Quad Power Racing 2*

★★★★

108 *Dark Cloud 2*

★★★★★

106 *Devil May Cry 2*

★★★

103 *Everblue 2*

★★★★



110 *EverQuest Online Adventures*

★★★

103 *Galerians: Ash*

★★

104 *The Getaway*

★★★★

103 *GUILTY Gear X2*

★★★★

108 *P.T.O. IV*

★★★

116 *Seek and Destroy*

★★★★

114 *Total Immersion Racing*

★

112 *Xenosaga: Episode I—Der Wille Zur Macht*

★★★★

### PS1 GAMES

116 *The Amazing Virtual Sea-Monkeys*

★★

114 *Beyblade*

★★

### PERIPHERALS

114 *GO-net Broadband Adaptor*

★★★★





# 104 TRUE GRIT

How ironic: London is the setting.



# 106 ACROBATIC!

Sam, CM2 has just announced it's a Waterway game.



# 112 ÜBERMENSCH

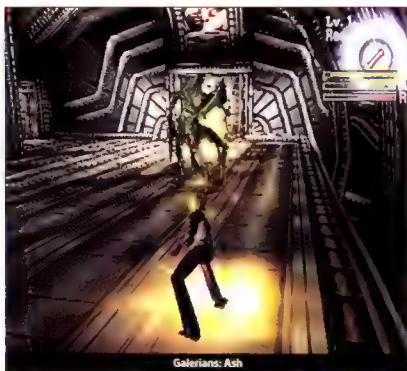
How Kamekawa culture from the makers of Gundam?



ATV Quad Power Racing 2



Everblue 2



Galerians: Ash



Guilty Gear X2



ATV Quad Power Racing 2



Everblue 2



Guilty Gear X2

## ATV QUAD POWER RACING 2

Publisher: AKA Ash

Developer: max

MSRP: \$19.99

Consider: The original *ATV Quad Power Racing* made it into our 31 Worst Games Ever in Issue 56. Here's a quote: "It's possible that the game would seem exciting if you're on Valium." Not the most ringing endorsement.

Well, check this out: The sequel rocks. Hard. In fact, I can't think of a more stupendous leap in quality between a game and its sequel. Everything the first game did wrong, this one does right. It has a nice sense of speed, lots of tracks, great graphics, and a bit of fisticuffs tossed in for flavor.

What's interesting is that this game feels more realistic than the *Offroad Fury* series. I'm not saying it's a simulation by any means, but the physics and handling definitely feel more lifelike. That is, of course, both good and bad, as realism usually translates to difficulty in any racing game. The good news is that you can deal out swift kicks to the heads of your opponents in order to move up—very satisfying.

My only serious complaint is with the trick system. As you advance, you're going to need to pull off serious tricks, and some times they won't execute properly. Sometimes they work, sometimes they don't, and I have no idea why.

It's certainly not worth passing up this kick-ass game, though.

Joe Rybicki



## EVERBLUE 2

Publisher: Low 3D

Developer: Aka

MSRP: \$19.99

It's easy to see why the first *Everblue* never made it out there. I mean, a scuba-diving RPG? Not exactly something that would fly off the shelves. But now, because of the sheer volume of PS2s out there, Capcom is banking on the sequel finding some sort of audience.

I think it can. *Everblue 2* is the perfect option for someone looking for a game that's just a bit different and a little more subdued.

Gameplay involves lots of diving and searching for objects below the



sea, and story lines are driven by people you talk to on land. Granted the story and dialogue can be pretty out there at times (retrieve dog tags for a lady and get the response 'I'm so happy I'm going to take a bath with the dog tags tonight!'), but they keep the thing going.

If it doesn't sound that exciting, that's because it's not. Ultimately, what keeps the title afloat is collecting items, snapping pictures, and building up your character. It actually becomes mildly addictive.

Sam Kennedy



## GALERIANS: ASH

Publisher: Ash

Developer: Ash

MSRP: \$19.99

Simply to look at *Galerians: Ash* is to see a game that seems solid enough. Its graphics won't wow you, but they're certainly above average, its hero, Ron, favors his cool psionic attacks over the M-10s and rocket launchers of other 3D adventures, and, even though its story concept of futuristic A trying to conquer humanity has been done before, it's always an interesting topic. So, with the foundation laid for a promising, though not revolutionary, game, *Ash* needs only one more ingredient to give gamers a reason to spend 10 hours or so with it: fun.

But that's nowhere to be found in this game. Nowhere.

I can't remember the last time I experienced this little fun playing a videogame. Bad pacing and poor level design have a lot to do with this. For example, much of the game takes place at a military installation with four floors. Inexplicably, the architects felt obliged to put the stairways between levels as far from each other as possible. Now, imagine beating a boss early in the game on the lowest level and then having to go all the way to the top floor from there with nothing to fight on the way up. It's three or four minutes of walking. Boring.

Now, imagine a similar scenario later on in which monsters whose existence the story never really explains, by the way, relentlessly terrorize the same hallways to at least give you something to do on

your way up. Sounds promising, yes, but they can really start to gash you on you. This not only costs you a lot of life, but also makes it tougher to remember exactly where you are and which direction you need to go (a twitchy camera doesn't help, either).

Of course, a solid battle system could make up for this. It's certainly interesting to shoot psionic mind bullets at enemies or to lift them in the air and drop them, but I hate the extra half-second of waiting involved in executing an attack. It only ups the urge to shout out, "I hate this game! Which I did. Many, many times."

Chris Baker



## GUILTY GEAR X2

Publisher: Ash

Developer: System Works

MSRP: \$19.99

Although it's billed as a full-fledged sequel to *Guilty Gear X*, *X2* is more of a sequel in the *Street Fighter* sense. Aside from six new combatants and some slight graphics and gameplay refinements, not much has changed. In fact, many of the game's backdrops were taken directly from the previous installment, making this feel more like *Guilty Gear X1.5*.

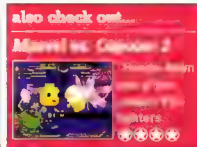
That said, *Guilty Gear* fans will still want to check the game out, if only for the great new characters and new Mission and Story modes. There's enough here to keep even the most hardcore fan entertained.

And for those fighting fans that missed out on the last game, now's

the perfect time to see what *Guilty Gear* fans have been raving about—for example, the series' incredible visuals. As with *GGX*, *X2* impresses with the best-looking 2D graphics ever seen in a fighter. Everything is high-res, fluid, and superclean. It looks so good, you'll almost want to swear off Capcom fighting games for good.

Gameplay is also extremely fun and surprisingly deep. *GGX2* feels like an amalgam of good fighting games, blending the weapon-based lighting of *Samurai Shodown* with the off-the-wall insanity of *Marvel vs. Capcom*. But even though it draws elements from other games, it still has a feel all its own.

Newcomers need to be warned, though. The *Guilty Gear*



series has a bizarre fascination with the artistic sensibilities of '80s hair-metal bands. The game is loud, boasts a blazing metal soundtrack, and features characters that are supposed to mirror real-life rockers.

Regardless, for anyone who's remotely into fighting games, *X2* is worth at least a rental.

Sam Kennedy



The one that nearly got away is finally here. Was it worth the wait?



It's clear that a lot of care and attention was put into creating both a believable city and believable interiors where much of the action takes place. The development team apparently took zillions of



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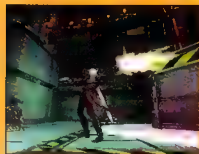
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## DEVIL MAY CRY 2

Gamers may cry, too



Publisher: Capcom  
Developer: Capcom  
MSRP: \$49.99

It's been a little over a year since I played *Devil May Cry*, but I still remember much of its greatness as though I took on the forces of Mundus just yesterday. So, why is it that I'm having such a hard time remembering anything great about *Devil May Cry 2*, which I actually did play yesterday? Probably because there isn't that much great stuff to say. As sophomore efforts to promising new series go, no game has ever let me down more than *Devil 2*. Although the follow-up to the coolest game ever made does have enough pluses to warrant a positive score, its setbacks make me want to cry.

It's a bit ironic, too: The developers obviously paid attention to

gamers' few dislikes about the first game (namely, its lack of a second playable character and steep difficulty), and they did their best to address them. But address is all they did, without making any actual improvement.

The most obvious addition to *Devil 2* is the new playable character, Lucia, who prefers short swords and an endless supply of knives to Dante's broadsword/dual-gun combo. The gameplay mechanics control remarkably well and, despite the different weapons, remain similar for each character. As a result, Lucia kicks every bit as much ass as Dante through some fabulous-looking environments.

The catch? Dante doesn't kick as much ass as he did in the original. Although experimenting to find Dante's new animations early in the game might provide

you with hope that *Devil 2* can live up to its potential (how can you not love a headfirst, guns-a-blazin' dive toward solid concrete after a double jump?), the game seems to have taken a step back in the "cool moves that are also helpful" department. Do I like running up a wall and flipping backward? Of course. But it has absolutely no use in the middle of a fight other than, I presume, to raise the Style grade you see at the end of a level—

**"The game seems to have taken a step back in the 'cool moves that are also helpful' department."**

which, by the way, I managed only straight Ds in, no matter how hard I tried to mix things up.

Rest assured, though, that getting a decent Style grade is about the only thing you'll find difficult in *Devil 2*. Remember how tough the original was? Some found it too hard, but to me the difficulty was absolutely perfect—tough, but by no means impossible. In the sequel, you almost have to try to die. Enemies attack with the ferocity of the Snuggle bear, meaning you rarely have to go through the trouble of using a health item.

And bosses? They're basically just bigger enemies with longer health bars, who challenge you only when the lousy camera angles make it impossible to see an attack. You can defeat almost any boss simply by moving around a lot and using your projectile attack. And the more easily Trigger only

compounds matters by making you temporarily invincible. Honestly, should I be able to beat the final bosses for both Dante and Lucia the very first time I fight them, with little tension over whether I'll succeed? In the last game, some boss battles literally made my heart pound, they were so intense. Where have you gone, Nelo Angelo?

Although the developers at least tried to improve gameplay for *Devil 2*, its story was even

that Wolverine-meets-James-Bond way. Really corny lines like "let's rock" and "flock off, feather face" sound only kind of corny when spoken by him. Now, Dante's much more subdued, seeming to speak only when he has to. Throw in the head-scratching addition of a coin he flips to determine whether he should play hero (when exactly did he become Two-Face?), and his current reign as *OPM's* No. 1 badass might be in jeopardy.

I do have to give Dante credit, though. At one point in *Devil 2*, he sums up a late boss fight perfectly: "Too easy."

Chris Baker



### HOW TO BEAT EVERYTHING



Dante fights this Balrog at the beginning of Mission 8 (actually, it's the entire Mission 8). If this were a scene from the last game, this oversized hothead would intimidate the hell out of you. But by this time in *Devil 2*, the breeze

that was the first seven levels only makes you wonder if the strategy remains the same: Move around a lot, keep your distance, and shoot. You know what? It does. And it doesn't change for the remaining boss fights, either.





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PlayStation.2



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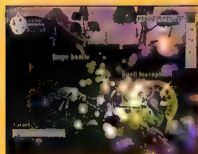


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## EVERQUEST ONLINE ADVENTURES

Time for a little group therapy



**Publisher:** Sony Online Entertainment  
**Developer:** Sony Online Entertainment  
**MSRP:** \$49.95 (includes one free month, thereafter \$9.99/month)

**Online:** broadband and dialup

**A**s you no doubt know, *EverQuest* has been a sales phenomenon since its first release on the PC in 1998. Dubbed "EverCrack" by its devotees, the game draws players by the thousands from all over the world to converge on the imaginary world of Norrath.

After playing *EverQuest Online Adventures* for a few days, my question was: Why?

Because, honestly, I couldn't figure out what the attraction was. My experience with *EQOA* included a few moments of excitement, but on the whole it was rarely more than mildly diverting at best. From the first moment, the game left me feeling decidedly underwhelmed. Take the character creation process. Sure, there's a wide assortment of classes and races, but after

you choose from among those, you're left with staggeringly few choices in terms of physical appearance. Four facial styles, four hairstyles, four hair colors—I mean, come on! If you want to have thousands of people playing your game at the same time, you've got to have more options for personalizing a character!

And when you begin playing, the pickings are similarly slim. Wander outside a town and you'll encounter bats [regular, large, giant, and rabid], rats [regular, large, giant, and rabid], badgers [regular, young, giant, and rabid], and a few varieties of snakes, ants, beetles, and flies. Flies!

To be fair, if you venture farther from civilization, the creatures you encounter get a bit more varied and a lot more vicious. But while I pushed myself to the point where I could handle such creatures, I had trouble picturing why anyone else would.

It certainly doesn't help that the graphics stop just short of

true eyecore territory. Nothing, from characters to creatures to towns, looks remotely realistic. The designs are caricatures of fantasy art and the animations are jerky and unpleasant.

And that's not even the worst of it. Because even if you can ignore the way the game looks, you can't ignore the way it plays. Put simply, it's boring as hell. Combat consists of standing a few feet in front of an enemy, holding down X, and waiting for your character to take an occasional swipe. New abilities spice things up a bit after a while, but it's never what I'd call exciting.

Beyond combat there are plenty of other problems. Try to carry out the quests assigned to you by the master of your chosen profession, and you'll be treated to a series of indescribably mundane errands. These can prove all the more frustrating because you're often given crucial information that will never be repeated; forget to write it down and you're screwed. You'll have to ask another player for help.

But [you knew there had to be a big "but" coming, didn't you?] you can ask other players for help. Because there are hundreds, if not thousands, of other players online with you at any given point. And after I started teaming up with other players, I discovered that in spite of all of *EQOA*'s faults—and Lord knows, there are plenty—the simple element of human interaction can turn this game around.

That boring combat gains something when it's shared among a party of four players. The insane quest system is easier to bear because you don't have to



bear it alone. The limited character design doesn't matter so much when you start to recognize your friends by their combination of appearance and armor.

And once you get your party started, you'll have more choices. You'll be able to roam farther, live

keep up with the PC gaming world, being able to go out monster hunting with a group of pals is a damn unique experience.

Even so, *EQOA* isn't my cup of tea—if I'm going to sink years into an online game, I want a serious story. I want to do some

**"In spite of all of *EQOA*'s faults, the simple element of human interaction can turn this game around."**

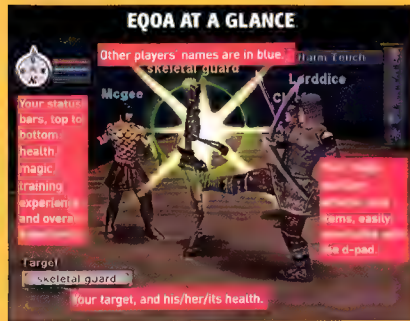
longer, find cooler stuff, and kill nastier creatures. And there will always be a better sword, a bigger beast, a new town just over the next hill. The gameplay is literally unending, infinite. There's something to be said for that.

Is it a glorified chat room? Is it Instant Messenger with wyverns? Perhaps. But the undeniable fact is, there's nothing in the U.S. that remotely approaches this kind of game on the PS2. And unless you

real exploring. And I want something nice to look at. [Basically, I want *Final Fantasy XI*.] But there are about a gazillion PC gamers who'd disagree with me.

So my best advice is, try it for yourself. See if it hooks you the way it has so many others. But please, play responsibly.

**Joe Rybicki**





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Violence



PlayStation 2

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## XENOSAGA EPISODE 1: DER WILLE ZUR MACHT

A game for none and all

**Publisher:** Namco  
**Developer:** Monolith Software  
**MSRP:** \$49.99

**B**olt the door. Batten down the hatches. Kiss your wife goodbye, and get rid of any notion of a life. *Xenosaga* requires a serious commitment.

You'll need to give everything you've got to this game for a solid block—say, 50–80 hours, depending on how hardcore you are. No breaks, no goofing off, nothing. It's the only way to experience *Xenosaga*, because the game requires so much from you. Give it your all or don't even bother.

An odd thing to say considering that so much of *Xenosaga* is a passive experience. I kid you not when I say half-hour cut-scenes are common. The first six hours of the game, for example, include about 90 minutes of actual gameplay. Yeah, it gets a lot more balanced as you go on, but *Xenosaga* is so overstuffed with cut-scenes,

you'll spend chunks of time with your Dual Shock resting idly in your lap.

So why the need to commit? Why not just sit back and enjoy the ride? Because this is a Very Big Story. And by big, I mean a brain-busting collection of concepts wrapped in a twisty-turny tale full of metaphysical mystery and impenetrable riddles.

Don't get me wrong. This is one of the coolest stories you'll encounter in an RPG. After all, it features hulking mechs, riveting robots, and killer cyborgs. Plus, you get epic space battles along with close-quarters skirmishes between "us" and some unpleasant alien life forms who are out to, well, exterminate humanity.

But in order to really appreciate the story, you have to pay attention. You have to catch all the esoteric references to everything from religion to modern philosophy. Shakespeare to

Wagner. Jungian psychology to quantum mechanics. You have to chat with everyone, seek out as much info as you can, soak in all the tiny details. You have to stay focused, or risk losing track of the story's convoluted plot. Blink, and you'll miss a bit of wordplay involving the French words for "peach" and "sinner." Look away, and you'll miss a fleeting scene that subtly ties together some seemingly unrelated elements.

Naturally, you can plow through *Xenosaga* and skip all this stuff. Sure, you can bypass the cut-scenes and gleefully kick the crap out of everything en route to a blowout battle with the big boss, but why not indulge in some existential cybernetic melancholy along the way?

In either case, you'll need to bring a similar commitment to the gameplay. Yes, there really is a game beneath all this story—and it's complex enough to

complement *Xenosaga's* plot. Dungeons are huge, with branching paths and hidden extras. Almost every encounter (no random battles!) will have you healing your hit points afterward. And the bosses are just brutal, bordering on being frustratingly cheap (hint: "boosting" is essential). Plus, you

**"Yes, there really is a game beneath all this story—and it's complex enough to complement the plot."**

get plenty of stats to fiddle with, so you can customize your characters and mechs to your liking.

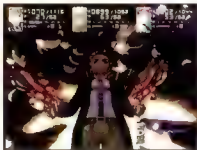
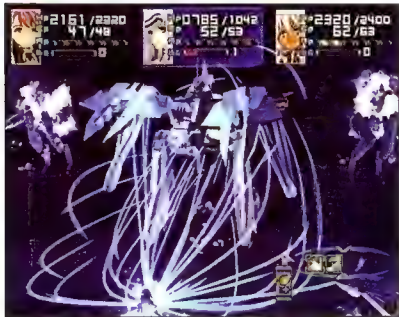
So, assuming you do commit to *Xenosaga*, what's keeping it from perfection? A few major problems. First, the story requires a bit too much effort from the player. The experience would be richer if it were tighter and easier to follow. Instead of introducing so many loose ends, why not save a few of the mysteries for the next chapter? The flow of the game could use some polish as well; I wish I didn't have to sit through a half-hour cut-scene immediately following an hour-long boss battle, for example. I also thought the mechs played far too small a role in the battles

until the very end of the game.

But most of all, *Xenosaga* suffers from multiple personality disorder. There's the story, and then there's the game. Although they're both very good, they're like separate entities. You never feel like the two are connected. Even the robust minigames seem like they're part of a different experience, with little connection to the rest of the game.

Which is all the more reason to commit to the *Xenosaga* experience. It's flawed, for sure, and it's a bit too heavy for its own good. But if you do give it your all, you'll come away from the game exhilarated and exhausted, with sexy android images and deep metaphysical questions rattling around your mind for months to come. You may have just given up a good portion of your life for a videogame—but when that game gets you to question the very essence of life itself, it's worth it.

**Gary Steinman**





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# Xenosaga

EPISODE I

Der Wille zur Macht



Blood and Gore  
Violence

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# REVIEWS

Don't worry  
about things.



Seek and Destroy



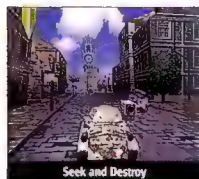
Total Immersion Racing



The Amazing Virtual Sea-Monkeys



Beyblade



Seek and Destroy



Total Immersion Racing



The Amazing Virtual Sea-Monkeys



Beyblade



GO-net Broadband Network Adaptor

## SEEK AND DESTROY

Publisher: COLORED  
Developer: Ikuia  
MSRP: \$99

Seek and Destroy is to tank warfare what Road Trip was to racing. It's miniaturized, astonishingly deep, and loads of fun. It's also super cheap (and the first \$9.99 PS2 game). But these similarities should come as no surprise, the same folks were responsible for both titles.

Just like Road Trip, Seek and Destroy works so well because its gameplay is kept simple and straightforward, yet you'll also find a ton of depth while unlocking and customizing the vehicles (in this case, tanks). There are more than 100 of these machines to acquire, all based on actual models from around the world. Of course, they're all superdeformed here, but history buffs should love it.

That said, these history buffs might also object to all the tank altering taking place here; you can decorate them in several styles and outfit them with all sorts of super-powered weaponry, such as missile launchers and laser cannons. But that's all part of the game's fun, and it never seems to get old.

Seek and Destroy may not have all the flash of a full-priced game (the graphics are merely competent and the camera could use more work), but what's here proves surprisingly payable considering the price. With a good variety of missions to blast through, as well as some two-player modes, you definitely feel like you're getting your 10 bucks worth with this one.

Sam Kennedy



## TOTAL IMMERSSION RACING

Publisher: Empire Interactive  
Developer: Race Works  
MSRP: \$99

I'd like to start this review by taking issue with the game's title. Racing, yes. Immersion, no. Total immersion, definitely not. Yes, yes, I know it's only 20 bucks, but that doesn't make the list of problems with the thing forgivable. It's a by-the-numbers racer that doesn't offer anything you can't find elsewhere, and certainly nothing that you wouldn't be able to find for the same price or cheaper in the used games bin at EB. There's a bunch of licensed tracks (that are far from being lovingly re-created) and an oddball collection of licensed vehicles that range from an Audi TT racer up to a Bentley Le Mans. All the cars suffer from terrible handling physics, which are only made worse by the appallingly sensitive setup on the analog controls. The slightest whiff of pressure on the stick makes your car drift about on the track like it's sliding across a sheet of ice. Couple that with the totally atrocious understeer that all the cars seem to suffer from, and you'll soon find that "fun" is not a word you would ever associate with this game. I had a thoroughly lousy time with it. On top of all that, the game doesn't look particularly good either. I know it's cheap, but PS2 launch games looked better than this.

The racing genre on PS2 is particularly crowded, especially in this ambiguous "sports-car racing" category. Right now, I think just about every alternative to Total Immersion is better.

John Davison



## THE AMAZING VIRTUAL SEA-MONKEYS

Publisher: Sony  
Developer: Sony  
MSRP: \$49

When I first tried up The Amazing Virtual Sea-Monkeys, I got the impression that it's a puzzle game, perhaps a distant relative of the classic Lemmings. And suppose that's at least somewhat accurate. The basic goal—guiding defenseless creatures from one side of a level to another—is pretty much the same, as is the presence of a limited tool collection used to accomplish this goal.

But there's one fundamental difference between the two games. Lemmings was great, Sea-Monkeys is, well, not. How can this be given the similarities between the two?

It's all start with the gameplay. Because Sea-Monkeys' puzzles take place entirely underwater, gravity isn't a factor, making it very very easy for the monkeys to get lost on the way to their destination. Compensation comes in the form of various objects used to lure the pseudosaurus in a specific direction, but this leads to another major problem. The little sippers move around in almost entirely unpredictable ways. Lead one toward a wall, and it's anyone's guess which way he or she'll turn. This makes planning routes a tad difficult.

Nasty graphics and equally nasty controls round out a generally unpleasant experience. Lord knows we need more puzzle games, and if you're desperate, Sea-Monkeys will feed your fix—but not for long.

Joe Rybicki



## BEYBLADE

Publisher: Sony  
Developer: Sony  
MSRP: \$49

It's easy to see why the Beyblade television show might be popular with kids. It has that whole Pokemon thing going for it, with characters attempting to build themselves up to become the Beyblade champions. It's even easier to see why the toys have attained a following—who doesn't like spinning tops?

But, as a videogame, Beyblade just seems like an absurd concept. Seriously, who wants to watch two Beyblades fighting it out by spin-



ning around a virtual arena and bumping into each other? But this makes up a majority of the game. There's the occasional defensive move—and the even more infrequent special attack, but most of Beyblade's gameplay revolves around, hopefully, attempting to get your Beyblade to spin in a specific direction. It's especially frustrating to hear the announcer constantly spouting the same annoying phrases over and over.

Sam Kennedy



## PSone

## GO-NET BROADBAND NETWORK ADAPTOR

Manufacturer: Net  
MSRP: \$99

If you haven't bought a Network Adaptor yet, you're in luck. The England-based Datel has come up with the very first alternative means of taking your PS2 online, and it seems to work perfectly.

Unlike Sony's Network Adaptor, the GO-net doesn't attach to the back of your PS2, instead, it connects in the front with the included USB cable. Having tried other USB modems and network adapters, I was skeptical that the software (especially the first-party games) would recognize this unlicensed product. Imagine my surprise when the product identification popped right up in the hardware field of Sony's network setup utility. A few button presses later, I was in business.

So, it works. And it's 10 bucks cheaper than Sony's model. Is there a downside? Well, yeah. For one thing, this is a broadband adapter only; there's no modem included, so dial-up users still need to go Sony. It also lacks the infrastructure to support the hard drive, so if you want one of those when they come out (no, we still don't know), you'll have to get a real Sony Network Adaptor anyway. Plus, the GO-net with its three-foot silver cord and bulbous styling, it looks horribly out of place next to a PS2.

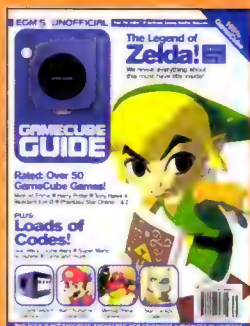
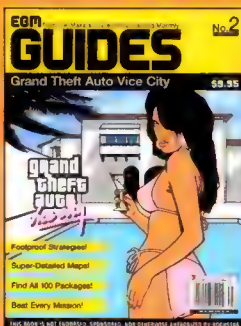
None of these are major concerns, though. The fact of the matter is, if you need a broadband adapter and nothing more, you can save yourself \$10 with this. It ain't pretty, but it works.

Joe Rybicki





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**ALL CITY STUDENTS  
WELCOME**

Game names in **green** indicate a Greatest Hits title  
Ratings in **red** indicate a five-disc score

A number 1 indicates its rank in the top 10 selling games for each system

GAME	PUBLISHER	SCORE	PGS
hack//INFECTION	Bandai	★★★★	52
18 Wheeler American Pro Truckster	Acclaim	★★★★	52
4x4 EVO	GOD Games	★★★★	52
2002 FIFA World Cup	EA Sports	★★★★	52
Ben Cooper and the Shattered Mask	Bandai	★★★★	52
Activision Anthology	Activision	★★★★	64
The Adventures of Cooke & Cream	AgeTec	★★★★	64
Aggressive Inline	Acclaim	★★★★	59
Airblade	Namco	★★★★	53
All-Star Baseball 2002	Acclaim	★★★★	44
All-Star Baseball 2003	Acclaim	★★★★	56
Anti Extreme Racing	Empire	★★★★	61
Aquas Aqua	3DO	★★	42
Arctic Thunder	Midway	★★★★	50
Armored Core 2	AgeTec	★★★★	39
Armored Core 2: Another Age	AgeTec	★★★★	48
Armored Core 3	AgeTec	★★★★	61
Army Men: Air Attack	3DO	★★★★	44
Army Men: Green Rogue	3DO	★★	45
Army Men RTS	3DO	★★★★	56
Army Men: Sarge's Heroes 2	3DO	★★	45

If these codes work, you'll be shot back to the Main menu. If not,

you did it wrong, you four-wheelin' savage

**ALL ATVS** Enter CHACHING as the name of your racer. You'll have all the ATVs.

**EXPERTS ONLY** Input **ALLOUTAI** as your name. The difficulty will be increased.

**EVERY LEVEL UNLOCKED** Enter the name of your racer as **WHATEXIT**  
All of the levels will be unlocked

Form: CSA 64

Ali & Omidpour Fulya Z.	30 July CEA	000000	64
Baldwin, Greta, David, William	August 1999	0000001	65

Baldur's Gate: Dark Alliance	Interplay	★★★★★	52
Barbarian	Time	★★★	53

Barbican	TRUS	57
Base State Mutual Fishing Tournament	TRUS	58

Bass Strike Virtual Fishing Tournament	THU 04	51
Bayview Marathon	THU 04	50

Batman: Vengeance	Ubi Soft	8888	51
...	...	...	...

Battle Engine Aquila	Atan	65
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Blade II Activision 62

Blood Omen 2 Eldos 57

BloodRayne Majesco 63

**Bloody Roar 3**      Activision  47

BMX XXXX Acclaim 65

**Britney's Dance Beat** THQ ★★★★★ 58

**The Bouncer** Square EA ★★ ★ 42

Burnout Acclaim 52

Burnout 2: Point of Impact Acclaim ★★★★★ 63

Campana 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 2680, 2681, 2682, 2683, 2684, 2685

Capocelli VS. JNK 2	Capocelli	88888	21
CAET E----	Mid----	8	17

Oak Ridge	Midway	47
Green, South, Stephens	3044	50

Cooper-Spirt Dimensions	TDK Mediactive 忠孝義	50
Cine-Extein	Tate 3 忠孝義	44

City Crisis	NAVE 2	48
Commander 3: Map of Germany	FLAN 3	60

Commandos 2: Men of Courage	Exdos	62
Commandos 2: Men of Courage	Exdos	62

Conflict: Desert Storm	Gotham Games	63
...	...	...

Conflict Zone Ubi Soft 63

**Contra: Shattered Soldier** Konami ★★★★★ 64

Cool Boarders 2001 Sony CEA ★★★★★ 46

**Crash Bandicoot: The Wrath of Cortex** Universal  51

Gary Kord      Accolade 4444 46

Dark Angel: Vampire Apocalypse Metro3D 49

**Dark Cloud** Sony CEA 46

Dark Summit THQ 52

Game: <i>Mirra Freestyle</i> <b>BMX 2</b>	Acclaim: ★★☆☆	50
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## 188 Tilted Heart

[illegible]**PS2 Question**

220. Security Manager  
221. Employee Award  
222. Madden NFL 2000  
223. Money Machine  
224. 100% Success  
225. The Sims  
226. Once There Was a Hero in  
227. War of the Witches  
228. Love, Love, Love, Love  
229. Love, Love, Love, Love

122 **Modelling**

[illegible]





**122**  
**REALITY**  
The Sims  
Country up the River



**126**  
**FATALITY**  
Mortal Kombat  
M.B. in style



**134**  
**JABRONALITY**  
The Smurfs  
Smurfs: The Movie

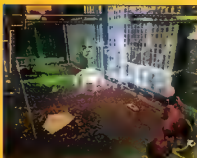
GAME	PUBLISHER	SCORE	ISSUE	GAME	PUBLISHER	SCORE	ISSUE
DORMAX	Konami	★★★★	61	Guantlet: Dark Legacy	Midway	★★★★	46
Dead or Alive 2: Hardcore	Tecmo	★★★★★	39	Guards: Citizen Kabuto	Interplay	★★★★	51
Dead to Rights	Mamco	★★★★	65	Guano Man	Koei	★★★★	53
Defender	Midway	★★★★★	62	Gedar: Elemental Force	3DO	★★★	54
Deus Ex: The Conspiracy	Eidos	★★★★★	56	Gradius III and IV	Konami	★★★★	39
<b>Devil May Cry</b>	<b>Capcom</b>	<b>★★★★★</b>	<b>58</b>	<b>Gran Turismo 3: A-Spec</b>	<b>Sony CEA</b>	<b>★★★★★</b>	<b>48</b>
Dino Stalker	Capcom	★★★★★	61	<b>Grand Theft Auto: Vice City</b>	<b>Rockstar</b>	<b>★★★★★</b>	<b>63</b>
Disaster Report	Agegate	★★★★	65	Keep in mind. If you cheat, you can't get 100 percent and the coolest of the game's rewards. Just so you know, Sa, put in a cheat, have your fun, but don't save. Got it?			
Disney Golf	EA Games	★★★★★	61	<b>Blow Up Cars</b>	<b>R2, L2, R1, L1, L2, R2, O, O, O, L2, L1</b>		
Disney's PK: Out of the Shadows	Ubi Soft	★★★★	63	<b>Aggressive Drivers</b>	<b>R2, O, R1, L2, Left, R1, L1, R2, L2</b>		
Disney's Treasure Planet	Sony CEA	★★★★	64	<b>O, L1, Down, L2, Left, X, R1, L1, Right, X</b>			
Donat Duck: Goin' Quackers	Ubi Soft	★★★★	42	<b>Pink Cars</b>	<b>O, L1, Down, L2, Left, X, R1, L1, Right, O</b>		
Downdrace	Titus	★★★★	57	<b>Black Cars</b>	<b>O, L2, Up, R1, Left, X, R1, L1, Left, O</b>		
Dr. Muto	Midway	★★★★	63	<b>Dodo Chant</b>	<b>Right, R2, O, R1, L2, Down, L1, R1</b>		
Dragon Ball Z: Budokai	Atari	★★★★	65	<b>Perfect Handling</b>	<b>O, R1, R2, Left, R2, L1, R2, L1</b>		
Dragon Rage	3DO	★★★	54	<b>Grand Theft Auto III</b>	<b>Rockstar</b>	<b>★★★★★</b>	<b>52</b>
Drakken: The Ancients' Gates	Sony CEA	★★★★★	53	Grandia II	Ubi Soft	★★★★	57
Driven	Bam	★★	52	Grandia Xtreme	Enix	★★★★	62
Driving Emotion Type-S	Square EA	★★★★	41	Graffiti Games Bike: Street, Vert, Dirt	Midway	★★	61
Drome Racers	EA Games	★★★★	64	GTC Africa	Majesco	★★★★	58
Dropsch	Bam	★★★★★	57	Gully Gear X	Majesco/Sammy	★★★★	51
Dual Hearts	Atari	★★★★	61	Gungnir	Sega	★★★★	61
Dynasty Tactics	Koei	★★★★	38	Gungnir Blaze	Working Designs	★★★★	39
Dynasty Warriors 2	Koei	★★★★★	52	<b>Half-Life</b>	<b>Sierra</b>	<b>★★★★★</b>	<b>51</b>
Dynasty Warriors 3: Xtreme Legends	Koei	★★★★★	65	<b>Harry Potter and the Chamber of Secrets</b>	<b>EA Games</b>	<b>★★★★</b>	<b>64</b>
Ecco the Dolphin: Defender of the Future	Acclaim	★★★★	56	<b>BEANS, BEANS MAKE YOU HAPPY</b>			
Egg Mania: Eggstrange Madness	Kempco	★★★★	61	When you take the Gryffindor tower, notice the object in the corner. It is with Flapendo and three beans will appear. Go around the corner and walk at least three steps away. Return and cast Flapendo again to get three more beans. Repeat this to get as many beans as needed.			
Endgame	Empire	★★★	59	Use the Nimbus 2000 Broomstick and fly above Hogwarts. Fly through the rings to get free beans. A blue ring gives 10 beans, a yellow ring gives one bean, a red ring gives three beans, and a green ring gives two beans.			
Emerald Fantasy	Konami	★★	49	Harvest Moon: Save the Homeland	Natsume	★★★★	51
<b>Escape from Monkey Island</b>	<b>LucasArts</b>	<b>★★★★★</b>	<b>43</b>	Haven Call of the King	Midway	★★★★	64
ESPN International Track & Field	Konami	★★★	39	Headhunter	Acclaim	★★★★	57
ESPN International Winter Sports 2002	Konami	★★★	54	Herdery	Eidos	★★★★	56
ESPN MLS Evolution	Konami	★★★	44	Heroes of Might and Magic	3DO	★★★★	46
ESPN National Hockey Night	Konami	★★★	45	Hidden Invasion	Conspiracy	★★★★	60
ESPN NBA 2Night	Konami	★★★	42	High Heat MLB 2002	3DO	★★★★★	44
ESPN NBA 2Night 2002	Konami	★★★★	56	High Heat MLB 2003	3DO	★★★★★	55
ESPN Winter X Games Snowboarding	Konami	★★★★	41	Hitman 2: Silent Assassin	Eidos	★★★★★	63
ESPN Winter X Games Snowboarding 2002	Konami	★★★★	53	Hot Shots: Golf 3	Sony CEA	★★★★	55
ESPN X Games Skateboarding	Konami	★★★★	49	Hot Wheels: Velocity X	THQ	★★★	64
Eternal Ring	Agegate	★★★	38	<b>Ico</b>	<b>Sony CEA</b>	<b>★★★★★</b>	<b>58</b>
Eve of Extinction	Eidos	★★★★	56	Island Extreme Stunts	EA Games	★★★★	65
Evergrace	Agegate	★★★	39	Jade Cocoon 2	Ubi Soft	★★★★	53
Evil Twin	Midway	★★★★	52	<b>Jak and Daxter: The Precursor Legacy</b>	<b>Sony CEA</b>	<b>★★★★★</b>	<b>52</b>
Evolution Skateboarding	Konami	★★★★	63	James Bond 007: Agent Under Fire	EA Games	★★★★★	52
Evolution Snowboarding	Konami	★★★★	65	James Bond 007: Nightfire	Activision	★★★★★	64
Extinction	Sony CEA	★★★★	48	James Cameron's Dark Angel	Siem	★★★★	65
Extreme G III	Acclaim	★★★★★	50	Jeremy McGrath Supercross World	Acclaim	★★	53
<b>F1 2001</b>	<b>EA Sports</b>	<b>★★★★★</b>	<b>52</b>	Jet X20	Sony CEA	★★★★	63
F1 2002	EA Sports	★★★★★	60	Jonny Moseley Mad Trip	3DO	★★★	54
F1 Championship	Ubi Soft	★★★★★	43	Kelly Slater's Pro Surfer	Activision	★★★★	61
F1 Championship Season 2000	EA Sports	★★★★	41	Kengo: Master of Bushido	Cave	★★★★	62
Fantavision	Sony CEA	★★★★★	40	Kessen	EA Games	★★★★	39
Fatal Frame	Tecmo	★★★★★	55	Kessen II	Koei	★★★★	51
Ferrari F355 Challenge	Sega	★★★★	61	Kinecta	Sony CEA	★★★★★	50
FIFA 2001 Major League Soccer	EA Sports	★★★★★	39	Kings & Field: The Ancient City	Agegate	★★	55
FIFA 2002	EA Sports	★★★★★	51	<b>Kingdom Hearts</b>	<b>Square EA</b>	<b>★★★★★</b>	<b>63</b>
<b>FIFA Soccer 2003</b>	<b>EA Sports</b>	<b>★★★★★</b>	<b>63</b>	<b>FIND AND PUMEL: KURT ZISA</b> Speak to the magic carpet in Aladdin's house, and it'll whisk you away to this boss. The Zisa fight isn't that difficult. It's just a marathon slog. When Zisa is in its first form, you can't use magic. Avoid its attacks while you lunge in to			
Fighter Maker 2	Agegate	★★★	64				
<b>Final Fantasy X</b>	<b>Square EA</b>	<b>★★★★★</b>	<b>53</b>				
Fireblade	Midway	★★★★	59				
Forever Kingdom	Agegate	★★★	53				
Formula One 2001	Sony CEA	★★★★	50				
FreeStyle	EA Sports Big	★★★★★	59				
Frequency	Sony CEA	★★★★★	52				
Frogger: The Great Quest	Konami	★★★	53				
Pro Fighters: Viggo's Revenge	Acclaim	★★★★	46				
Gadget Racers	Conspiracy	★★★★★	50				
Gallop Racer	Tecmo	★★★	48				

## WAR OF THE MONSTERS

### Tips from the makers of the game

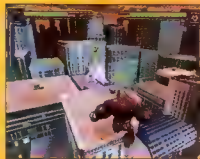
Since we had a rapport with the guys at Inco (they made Monsters), they helped us out with some cool tips for you to try. Join in on the war train, war train.

- Grapple your opponent by pressing Circle again, and throw him straight up into the air by pressing Up and Circle.
- When he's coming down, double-tap Forward and Triangle to perform a ram attack.



#### THE BLOBS

The blue blobs in the level give you energy, the green blobs health. Look out for icons that look like the symbol for radiation. Picking these up will top off your reserves of either health or energy much faster. In a two-player game, knowing where these spawn will give you a tactical advantage.



#### LOCK & LOAD

Locking on to your opponent is a vital tactic. Hold R1 and L1 together and you'll face your enemy. This is useful when you're going to throw something—but it's also very effective when using your ranged attack. Check the blue energy bar in the corner. If you're not standing near your enemy when you hit Square, you'll use some of this energy to fire your range weapon. Although these attacks don't do an enormous amount of damage, they help wear down your opponent.

#### BE BRUISE-FREE

Are you getting completely destroyed in hand-to-hand combat? Then maybe you're forgetting to block! Hold the R2 button and your monster will do his darndest to defend himself. This works particularly well in breaking up your opponent's combos. Also, try hitting either of the Attack buttons while holding R1 to parry your enemy's punches.

#### SMASH, SMASH, KILL, KILL

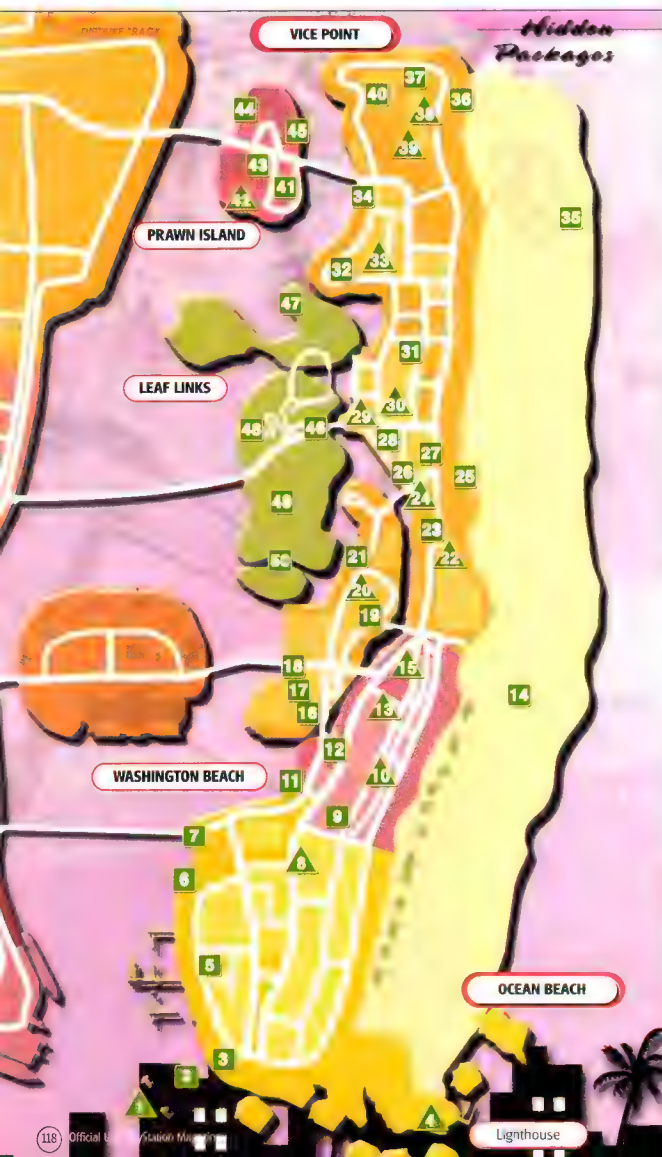
- Pick up a steel girder.
- Smash your opponent by pressing Square, Square, Up, and Triangle (a stun hit that dizzies your opponent).
- Throw the steel girder by pressing Circle.



Smash, smash, kill, kill

## GRAND THEFT AUTO: VICE CITY

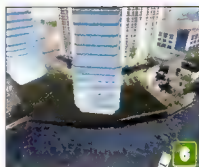
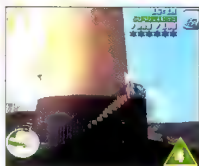
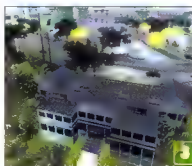
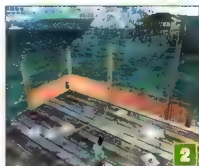
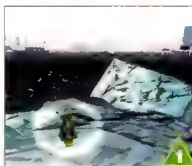
Can't find the hidden packages? We tease you with the first 50



If you see a green square, it means the package is on the street level. If there's a green triangle, it's above ground level. Easy enough—now get crackin'.

### Ocean Beach

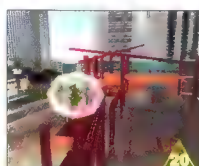
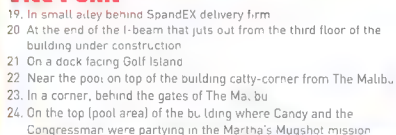
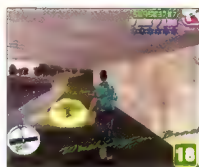
- 1 On a dilapidated wooden hut in the water.
- 2 On rocks near wooden huts in the water.
- 3 Next to the steps of the southernmost house on the island.
- 4 On the steps of the lighthouse.
- 5 In a corner of the underground marina parking lot (where you pick up the Colonel's mission).
- 6 On a ledge near the water behind the west Ocean View Medical Foundation on Research and Development building.
- 7 On a narrow walkway under the South Bridge leading to the mainland.
- 8 On top of the one-story building across from the small Washington Mall.





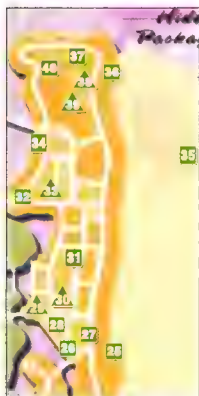


9. Near the large, pink apartment building's fenced-in swimming pool, next to the body armor
10. On top of the two-story building connected to the DBP Security building
11. On the back porch overlooking water of your save house, across from Rosenberg's office
12. On the ground near the water's edge, up against the small road bridge
13. On top of the tall blue and white building with the old white wooden fence (use a helicopter to reach)
14. On the steps of a lifeguard hut on the beach
15. In upstairs office of the Vice City Police Department
16. In a corner of a purple and white one-story building with peach trim, facing a small moat in front of the build ng
17. Near the bridge to Starfish Island, in the multicolored open showers near the pool on the hotel grounds
18. On the ground underneath the bridge leading to Starfish Island



# GRAND THEFT AUTO: VICE CITY

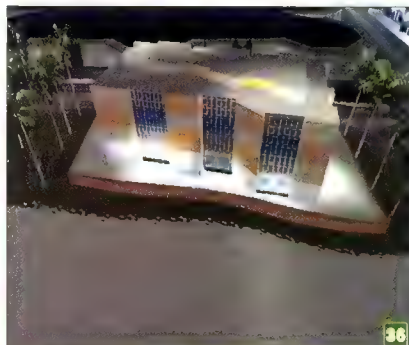
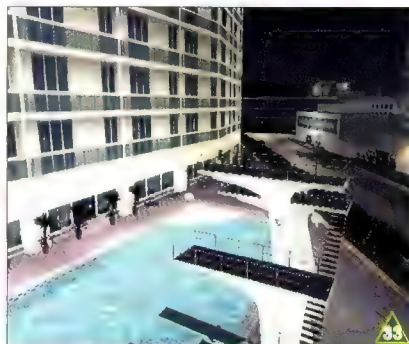
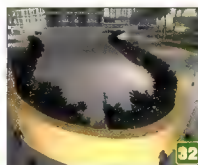
Don't thank us, thank the Brady Games GTA: Vice City guide



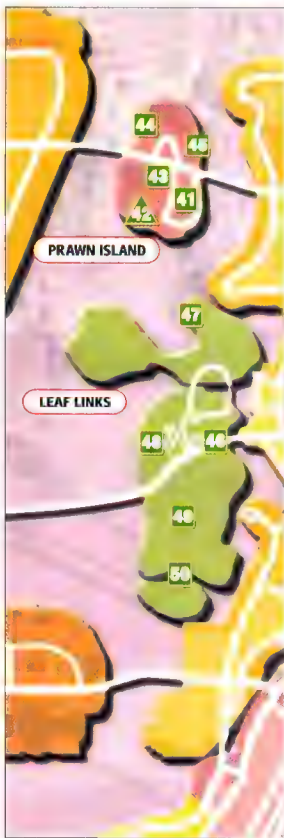
## Vice Point (cont.)

25. Behind WK Chariot Hotel
26. Inside the pizza restaurant
27. On the ground behind the stairs of the apartment building on the corner, next to the pizza restaurant
28. Inside the jewelry shop, behind the counter
29. Near the back exit of Mercedes house
30. On the second rooftop, where you pursue the thug in The Chase mission
31. In the corner of the backyard, east of the North Pay 'n' Spray
32. Inside the walled-in corner of harpin turn
33. On top of the highest diving board at the pool behind the hotel
34. On the waterfront sidewalk, up against the south side of the bridge leading to the film studio island
35. Behind Jocksport sign on beach, next to RC Bandit track
36. Behind the apartment building to the east of the North Point Mall
37. Outside the North Point Mall, in the nook between the north entrances
38. Upstairs in the North Point Mall, on the east side in front of a store with sale signs
39. Upstairs in the North Point Mall, inside a store called Gasn
40. On ground level of large multistory garage near the North Point Mall

TAKE YOUR GAME FURTHER **BRADYGAMES**

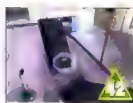
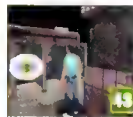






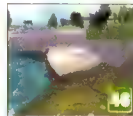
## Prawn Island

- 41 In a dead-end alley on the east side of the island
- 42 In the film studio compound on top of the blue building next to Studio D
- 43 In a bathroom stall inside Studio C
- 44 On the west porch of the large green deserted house
- 45 Inside the (east) deserted building where the thug went in the Chase mission. It's in the first-floor room with the broken wall. Drop into it from the balcony above



## Leaf Links

- 46 Under the bridge leading to Vice Point
- 47 On the far tee at the driving range
- 48 At the end of the S-curve road, in a bunker on the west coast of the island
- 49 On the dinky island in the middle of the water hazard pond
- 50 On the narrow south bridge connecting the southern golf islands



**THE OTHER 50**  
 Next month, we'll have the other 50 hidden tips. Promise.

which the Orbs it's holding. Once the Orbs are gone, you'll have a few seconds to whale on Zisa before it takes on its second form. You can now use magic, so cast away while avoiding Zisa's attacks. If you run on MP wallow Zisa to unleash some MP bubbles. Soon enough Zisa will go down for a few seconds, and then return to its first form. Quickly get in there and whack away! Keep at it until you finally defeat Zisa.

Klonoa 2: Lunetea's Veil	EA Games	*****	47
Knockout Kings 2001	EA Sports	*****	42
Knockout Kings 2002	EA Sports	*****	55
Le Mans 24 Hours	Infogrames	****	48
Legua 2: Duel Sage	Fresh Games	****	63
The Legend of Alon D'ar	Ubi Soft	****	54
Legends of Wrestling	Acclaim	****	53
Legends of Wrestling II	Acclaim	****	65
Legion: The Legend of Excalibur	Midway	****	59
Lego Racers 2	Lego Media	****	51
Lethal Skies	Sammy	****	58
The Lord of the Rings: Fellowship of the Ring	Black Label	****	63

## The Lord of the Rings: The Two Towers EA Games \*\*\*\*\* 63

Beat the game and you can use these codes. You'll have to start a mission, pause, and then hold all four shoulder buttons while tapping these in:

Always Devastating	□, ○, ○, ○	Invulnerability	□, ○, ○, ○
Small Enemies	□, ○, ○, ○	Slow Motion	□, ○, ○, ○
All Upgrades	□, ○, ○, ○	Infantry Missiles	□, ○, ○, ○
Mad Maestro!		Eidos: Fresh	****
Madden NFL 2001		EA Sports	*****
Madden NFL 2002		EA Sports	*****
Madden NFL 2003		EA Sports	*****

## TRIFECTA

Here's a play that will score you easy yards with little risk (as long as you're in the right). Follow these steps to get to Touchdown City!

- 1. Press **△** to pull up the Hot Route menu. Hold down **○** (for your right most receiver) and press **Left** so he'll run an "in".
- 2. Press **△** and then hold **R1** (for the middle receiver) and press **Left** so he'll run an "in".
- 3. Press **△** and then hold **X** and press **R2** so he'll run a slant toward the sideline.
- 4. Snap the ball, drop back a few steps, let the play develop, and then tap **X** when the wideout breaks.
- 5. The receiver can usually gain separation and get eight yards.

The Mark of Kri	Sony CEA	****	59
Marvel vs. Capcom 2	Capcom	****	61
Max Hoffman's Pro BMX 2	Activision	****	60
Max Payne	Rockstar	****	53
Maximo: Ghosts to Glory	Capcom	****	54
MDK2 Armageddon	Interplay	****	45
Mortal Kombat: Deadly Alliance	EA Games	*****	58
Men in Black II: Alien Escape	Infogrames	****	60
Metacrossmania	Natsume	****	61
Midnight Club	Blackstar	****	59
Mike Tyson Heavyweight Boxing	Codemasters	****	58
Minority Report	Activision	****	65
Master Mosquito	Eidos: Fresh	****	56
MLB Slugfest 20-03	Midway	****	59
Mobile Suit Gundam: Federation vs. Zeon	Bandai	****	61
Mobile Suit Gundam: Journey to Jaburo	Bandai	****	48
Mobile Suit Gundam: Zeonic Front	Bandai	****	54
Monopoly Party	Infogrames	****	65
Monster Rancher 3	Tecmo	****	50
Monsters, Inc.	Sony CEA	****	55
Mortal Kombat: Deadly Alliance	Midway	****	64

Here's the Infinite Korns master code you've been dreaming of. Take these steps to glory:

- Choose a VS. game and load a profile for each fighter



## THE SIMS

Reality most definitely bites

Things get tougher quickly in The Sims. This second level in the Get a Life mode proves a much greater challenge than the first if you don't have a solid game plan. Fortunately, we're here to help

### Goals

1. Clean up all the trash, ash, puddles, and food
2. Fix the TV, computer, espresso machine, and clogged toilet
3. Add value to the house by buying objects. The house starts at \$34,561 and must be upgraded to \$35,711 (You can add \$900 in value simply by repairing the broken objects, so fix those first and you'll need to add only an extra \$250 in value.)
4. Get a promotion to level 2 and then to level 3

### Tips & Tricks

**NEXT TO GODLINESS** Clean up everything right away (especially the clogged toilet). It'll unlock the maid. Call her immediately and make her clean up from then on. The house will stay tidy and your Sim won't lose Fun points by expending elbow grease

**BROKEN GOODS** Remember what you used to do when your mom would tell you to clean your room? You'd shove everything under the bed. Use the same tactic here. Broken objects affect your Room score, so move them all into one room, where they won't affect your mood most of the time. You can repair them at your convenience

**LIVE ON THE CHEAP** The vanity mirror and BBQ grill are fun to use, but they're also worth a lot of cash. Sell them, and use the money to upgrade the kitchen with the best stove, refrigerator, and dining chairs you can. The most expensive kitchen items make better food, which will keep your Hunger meter filled up longer, and better chairs are more comfortable for sitting in while eating

**BOOB TUBE** Fix the TV as soon as possible, because it's a great combination object: If you sit down to watch it, you get Comfort points and Fun points at the same time. If you click on other Sims, you can make them watch with you, and

you'll get Social, Fun, and Comfort points all at the same time

**YARD WORK** To get promoted, you need to be in a good mood; the Mood bar needs to be about one green bar full. If you have two green bars filled, you'll always get promoted (if you have the proper skills and friends). But be careful! The Mood is calculated when you get into the car to go to work, so make sure the outside of the house is free of trash when you leave. The Room score stays high and your Sim's mood stays up

**SOCIALIZER** To keep your Social rating high, make sure you greet Mom and the Peacock family when they stop by on the first day. Then, whenever your Sim needs Social points, invite your Mom or neighbors over for dinner. While they eat together, everyone will get Social points from talking. Then make everyone watch TV for more Social points. Also helpful: Get as friendly as possible with either Pauline or Pierre. You know what we mean

**EXTERIOR DECORATOR** Hire a gardener to keep the plants healthy. Wilting or dead plants are very bad for Room score

**MORNING SHOWER** The house comes with a bathtub, which your Sim likes to soak in. Sell the tub and purchase a shower; it'll take your Sim less time to get rolling in the morning

### Unlocks

- REPAIRMAN** - Fix all the broken objects  
**MAID** - Clean up all the messes  
**PURPLE SKIRT** - Make friends with Pauline Peacock  
**PURPLE HIP-HUGGERS** - Make friends with Pierre Peacock  
**ICE CHEST** - Get promoted to level 2  
**TEPPANYAKI TABLE** - Get promoted to level 3  
**BUG ZAPPER** - Increase the house value to \$35,711  
**FRAT HOUSE 2P GAME** - Satisfy all the goals on this level  
**COURT OF ARMS** - Finish this house in four days or fewer

### DOIN' THE CLEAN THING

Showers are just more convenient

Sell your bathtub the first chance you get. Not only will it save you money, it'll save you time



### BURNT TOAST

Does anyone smell smoke?

Fixing up your new house starts in the kitchen. Welcome home



**A TEST OF SKILLS...  
A BATTLE OF WILLS!**



Tag team players can switch  
between characters seamlessly!

Engage in 2 player and single player combat or tag team battles!

Launch double attacks  
with a team member!

**From the hot new Television Show on Cartoon Network!**

Based on the comic by the great manga artist, Rumiko Takahashi, Bandai is proud to present INUYASHA for the PlayStation game console! Battle your way through the thrilling world of INUYASHA and unlock new characters for hours of pulse-pounding fighting action! Go head-to-head against a friend, or team up in tag-team and versus modes! In this fight for fun, you'll always come out the winner!

**INUYASHA**  
*A Feudal Fairy Tale*



Suggestive Themes  
Violence



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# REPLAY

Scores, tricks, stars, and joy!

[www.gamefaqs.com](http://www.gamefaqs.com)  
If there's a trick you need or a strategy you want, look no further than this site.

## GAMES PUBLISHER SCORE ISSUE

- Wager one round normally with R2
- After your first fight, have only P1 open the wager tag
- Have P1 press Right
- Press Up to hear koins being bet
- Press R2 when the sound stops to exit the wager
- Now both players have to choose a character
- Have P1 beat P2, P1 will win the koins, but P2 will not have lost anything

Motor GP	Namco	*****	39
Motor GP 2	Namco	*****	39
Motor Mayhem	Infogrames	*****	47
MTV Music: Generator 2	Codemasters	*****	46
The Mummy Returns	Universal	*****	52
MX 2002 Featuring Ricky Carmichael	THQ	*****	47
MX Rider	Infogrames	*****	52
MX Supercross Featuring Ricky Carmichael	THQ	*****	59
Myst III, Exile	Ubisoft	*****	63
Mystic Heroes	Koei	*****	64
Namco Museum	Namco	*****	53
NASCAR 2001	EA Sports	*****	40
NASCAR Heat	Infogrames	*****	47
NASCAR Thunder 2002	EA Sports	*****	51
NASCAR Thunder 2003	EA Sports	*****	62
NASCAR, Dirt to Daytona	Infogrames	*****	63
NBA 2K2	Sega Sports	*****	51
NBA Live 2002	Midway	*****	44
NBA Hoopz	Midway	*****	44
NBA Live 2001	EA Sports	*****	42
NBA Live 2002	EA Sports	*****	51
NBA Live 2003	EA Sports	*****	43

With help from our cover, we had to give you access to other rappers-turned-videogame stars:

- From the Main menu, select Roster Management
- Select Create Player
- Select Bio
- In the Last Name field, enter one of these codes:

- Busta: FLIPWIDE
- Fabulous: GHETTOFAB
- Di Que: MIXTAPES
- Hot Karl: CALIFORNIA
- Just Blaze: GOODBEATS
- B Rich: DOLLABILLS
- Press X:

- You'll get a confirmation overlay if you entered the code correctly
- Go to the Free Agent pool. You'll have to release a player for your team to add these artists:

NBA ShootOut 2001	Sony CEA	*****	44
NBA ShootOut 2003	Sony CEA	*****	63
NBA Scoring Five	Konami	*****	63
NBA Street	EA Sports	*****	47
NCAA College Basketball 2K3	Sega Sports	*****	64
NCAA College Football 2K3	Sega Sports	*****	60
NCAA Final Four 2001	Sony CEA	*****	41
NCAA Final Four 2002	989 Sports	*****	52
NCAA Final Four 2003	Sony CEA	*****	64
NCAA Football 2002	EA Sports	*****	48
NCAA Football 2003	EA Sports	*****	48
NCAA GameBreaker 2001	Sony CEA	*****	41
NCAA GameBreaker 2003	Sony CEA	*****	61
NCAA March Madness 2002	EA Sports	*****	53
NCAA March Madness 2003	EA Sports	*****	64
NFL Blitz	Sega Sports	*****	52
NFL Blitz 20-03	Midway	*****	55
NFL Blitz 20-03	Midway	*****	60
NFL GameDay 2001	Sony CEA	*****	40
NFL GameDay 2002	Sony CEA	*****	53
NFL GameDay 2003	Sony CEA	*****	61
NFL Quarterback Club 2001	Acclaim	*****	50



## GAMES PUBLISHER SCORE ISSUE

NHL 2001	EA Sports	*****	38
NHL 2002	EA Sports	*****	50
NHL 2003	EA Sports	*****	63
NHL FaceOff 2001	Sony CEA	*****	43
NHL FaceOff 2003	Sony CEA	*****	64
NHL Hitz 20-02	Midway	*****	51
NHL Hitz 20-03	Midway	*****	63
Ninja Assault	Namco	*****	61
No One Lives Forever	Sierra	*****	56
Oni: Shadow King	Sony CEA	*****	51
Okage	Rockstar	*****	43
Onimusha: Warlords	Capcom	*****	43
Onimusha 2: Samurai's Destiny	Capcom	*****	60
Orphen: Son of Sorcery	Activision	*****	39
Pac-Man Fever	Namco	*****	60
Pac-Man World 2	Namco	*****	54
PaRappa the Rapper 2	Sony CEA	*****	53
Pens-Dakar Rally	Acclaim	*****	53
Plants: The Legend of Black Kat	EA Games	*****	55
Portal Runner	3DO	*****	50
The Powerpuff Girls: Relish Rampage	Bam! Bam!	*****	65
Prinze Fick	THQ	*****	65
Pro Race Driver	Codemasters	*****	65
Project Eden	Eidos	*****	52
Prism Chapter One: The Dark Unicorn TDK Medactive	Rockstar	*****	60
Q-Ball Billiards Master	Take 2	*****	40
Quake III Revolution	EA Games	*****	44
Rally Fuzion: Race of Champions	Activision	*****	44
Ranby & Clerk	Sony CEA	*****	43
Ranby & Clerk 2	Sony CEA	*****	43
Rayman Arena	Ubisoft	*****	57
RC Revenge Pro	Acclaim	*****	41
Ready 2 Rumble Boxing Round 2	Midway	*****	40
Real Pool	Infogrames	*****	40
Real Card Soccer 20-03	Midway	*****	57
Red Faction	THQ	*****	40
Red Faction II	THQ	*****	63
Reign of Fire	Bam! Bam!	*****	63
Resident Evil: Code: Veronica X	Capcom	*****	43
Rez	Sega	*****	53
Ridge Racer V	Namco	*****	38
Riding Spirits	Bam! Bam!	*****	61
Ring of Red	Konami	*****	43
RLH: Run Like Hell	Interplay	*****	62
Road Trip	Conspiracy	*****	61
Rocky	Ubisoft	*****	64
Robot Alchemist Drive	Enix	*****	63
Robotet: Battleroy	TDK Medactive	*****	62
Romance of the Three Kingdoms VII	Koei	*****	60
Rugby	EA Sports	*****	48
Rumble Racing	EA Games	*****	45
Rune: Viking Warlord	Take 2	*****	48
Rygar: The Legendary Adventure	Tecmo	*****	64
Sail Lake 2002	Eidos	*****	50
Savage Skies	Bam! Bam!	*****	56
Scavoo-Doo: Night of 100 Frights	THQ	*****	58
The Scorpion King: Rise of the Akkadian	Universal	*****	62
Sega Bass Fishing Duel	Sega	*****	62
Sega Soccer Slam	Sega Sports	*****	62
Sega Sports Tennis	Sega Sports	*****	60
Shadow Hearts	Konami	*****	52
Shadow of Destiny	Konami	*****	43
Shadow Man 2: Second Coming	Acclaim	*****	57
Shawn Palmer's Pro Snowboarder	Activision	*****	52
Shifters	3DO	*****	58
Shinobi	Sega	*****	63
Shinobi 2	EA Sports	*****	63
Shrek Super Party	TDK Medactive	*****	64
Shrek 2	Konami	*****	50
Silent Scope	Konami	*****	39
Silent Scope 2	Konami	*****	49
Silent Scope 3	Konami	*****	62
Silphedge: The Lost Planet	Warframe Designs	*****	40

## REPLAY FOCUS

### TONY HAWK 4: VIEWFINDER

The San Francisco level isn't very high on secrets, but I found two. Head down past where the men are fishing. You will see a few ramps up against the edge. Right in between these are two viewfinders. Skate up to one and stop. You then will have either a minigame or a glimpse of an island, depending on which viewfinder you go to.

Arx Dummire  
[WickedArx@msn.com](mailto:WickedArx@msn.com)

### GTA VICE CITY: JUMPON STEEL

If you look off a motorcycle and that cycle hits a cop car or a pedestrian, or runs over a cop, you will never get a wanted level (as long as you get off the bike before it hits its target). Better yet, you don't take damage when hopping off.

Ian King  
[lamaramadcomcal.net](mailto:lamaramadcomcal.net)

### GTA VICE CITY: RACING HOGS

There's an easy way to beat Alloy Wheels of Steel. Go to the front of one of the other bikers in the race and kick him off his ride. The race will begin instantly, but now there are only two bikers to race against, making it much easier.

Bryan Steinlage  
[banneys@juno.com](mailto:banneys@juno.com)

### BMX XXX: WHATCHA WANT

I made the mistake of buying this game, and now I want what everyone who actually bought this game wants. Help!

Ludeo@yaho.com

Yep. Go to the Cheats menu and type in XXX RATED CHEAT.

## GAMES PUBLISHER SCORE ISSUE

The Simpsons: Road Rage	EA Games	*****	52
The Simpsons Skateboarding	EA Games	*****	61
The Sims	EA Games	*****	65
Sky Gunner	Atari	*****	58
Sky Odyssey	Activision	*****	40
Sled Storm	EA Big	*****	55
Sly Cooper and the Thieves' Raccoon	Sony CEA	*****	62
Smash Court Tennis Pro Tournament	Namco	*****	56
Smuggler's Run	Rockstar	*****	38
Smuggler's Run 2: Hostile Territory	Rockstar	*****	52
Soccer America: International Cup	Hot B	*****	48
Soccer Mania	EA/Lego	*****	59
SOLDIER: U.S. Navy SEALs	Sony CEA	*****	68
Soldier of Fortune	Majesco	*****	52
Seul Weaver 2	Eidos	*****	52
Space Race	Infogrames	*****	59
Spider-Man	Activision	*****	57
Splashdown	Infogrames	*****	52
Spy Hunter	Midway	*****	50
Spyro Enter the Dragonfly	Vivendi Universal	*****	64
SSX	EA Sports BIG	*****	54
SSX Tricky	EA Sports BIG	*****	52
Star Trek: Voyager: Elite Force	Majesco	*****	53
Star Wars Bounty Hunter	LucasArts	*****	64
Star Wars: The Clone Wars	LucasArts	*****	65
Star Wars Episode I: Super Bombad Racing	LucasArts	*****	45
Star Wars Jedi Starfighter	LucasArts	*****	54
Star Wars Racer Revenge	LucasArts	*****	55
State of Emergency	Rockstar	*****	44
State of Emergency 2	Rockstar	*****	55
Street Experiment 626	Sony CEA	*****	59
Street Fighter EX 3	Capcom	*****	39
Street Hoops	Activision	*****	60
Street Panic	Conspiracy	*****	47
Stuntman	Infogrames/Atari	*****	59
Sub Rebellion	Metro 3D	*****	62
Sukoden III	Konami	*****	63
Summer	THQ	*****	39
Summer 2	THQ	*****	62
Sunny Garcia Surfing	Ubisoft	*****	51
Super Bust-A-Move	Acclaim	*****	48
Super Bust-A-Move 2	Ubisoft	*****	63
Superstar Street Challenge	Activision	*****	52
Superman Shadow of Apokolips	Atari	*****	63
Surfing H30	Rockstar	*****	40
Swing Away Golf	EA Games	*****	38
Tarzan Untamed	Ubisoft	*****	52
Taz, Wanted	Infogrames	*****	60
Tekken 4	Namco	*****	61
Tekken Tag Tournament	Namco	*****	39
The Terminator: Dawn of Fate	Atari	*****	63
Test Drive	Infogrames	*****	58
Test Drive Off-Road: Wide Open	Infogrames	*****	48
Tetris Worlds	THQ	*****	57
Theme Park Roller Coaster	EA Games	*****	41
The Thing	Universal	*****	62
Thunderstrike: Operation Phoenix	Eidos	*****	52
Tiger Woods PGA Tour 2001	EA Sports	*****	44
Tiger Woods PGA Tour 2002	EA Sports	*****	55
Tiger Woods PGA Tour 2003	EA Sports	*****	63
Time Crisis 2	Namco	*****	49
Time Crisis 3	Eidos	*****	62
TimeSplitters 2	Eidos	*****	62
Tokyo Xtreme Racer Zero	Crave	*****	45
Tom Clancy's Ghost Recon	Ubisoft	*****	65
Tony Hawk's Pro Skater 3	Activision	*****	52
Tony Hawk's Pro Skater 4	Activision	*****	63

Enter any of these names to find pre-made skaters. We love them all!

%50/1	Aaron Stillman	Adam Lippman
Andrew Skates	Andy Marshall	Angus
Arban Jefferson	Ben Scott Pie	Big Toe
Brian Jennings	Charles Liberty	Chauvin Steel
Chris Peacock	Conlan	Danocinda
Dave Stahl	DOT	DeadInRoad





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## MORTAL KOMBAT

Fatalities for all 21 Deadly Alliance characters

Beating down your nemesis in Deadly Alliance is fun, but without a devastating, head-toppling fatality to finish things off, what's the point? We hooked up with our good friends at Brady Games and they pointed us to the fatalities. If you need more help, look for their fantastic strategy guide.

### BO RAI CHO Belly Flop ◀◀◀↓⊙



### JOHNNY CAGE Brain Ripper ◀◀◀↓⊙



### KANO Open Heart Surgery ➡➡➡↓⊙



### KENSHI ETelekinetic Crush ➡➡➡↓⊙



### KUNG LAO Splitting Headache ↓↑↑⊙



### LI MEI Super Crush Kick ➡➡➡↓⊙



### MAVADO Kick Thrust ◀◀◀↑↑⊙



SPEARHEAD Makes you wonder where he keeps all that stuff when he's not using it

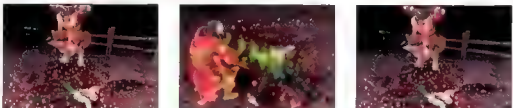
### QUAN CHI Neck Stretcher ◀◀◀↑↑⊙



### SCORPION Spear Head ◀◀◀↑↑⊙



### SHANG TSUNG Soul Steal ↑↑↑↓⊙



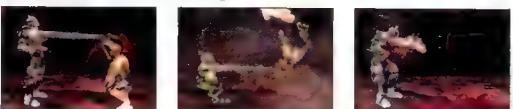
### SONYA Kiss of Death ◀◀◀↓⊙



### SUB-ZERO Skeleton Rip ➡➡➡↓⊙



### CYRAX Claw Smasher ➡➡↑↑⊙







# \$4.99

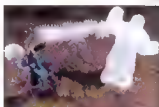
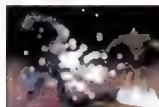
The price is right for a copy of the original Mortal Kombat Signature Series. Get yours at [www.playstation.com](http://www.playstation.com)

[www.mks.org](http://www.mks.org)  
If you're a real hardcore fan, point your browser to this site!

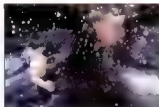
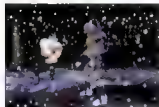
## DRAHMIN Iron Bash ◀▶▶▶⊗



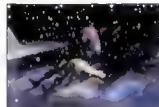
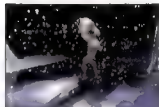
## FROST Freeze Shatter ▶▶▶▶⊗



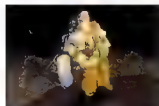
## HSU HAO Laser Slicer ▶▶▶▶⊗



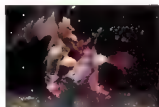
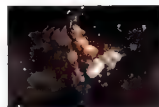
## JAX Head Stomp ▶▶▶▶⊗



## KITANA Kiss of Doom ▶▶▶▶⊗



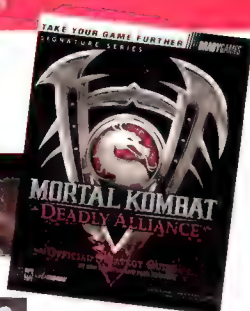
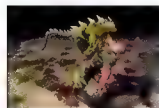
## NITARA Blood Thirst ▶▶▶▶⊗



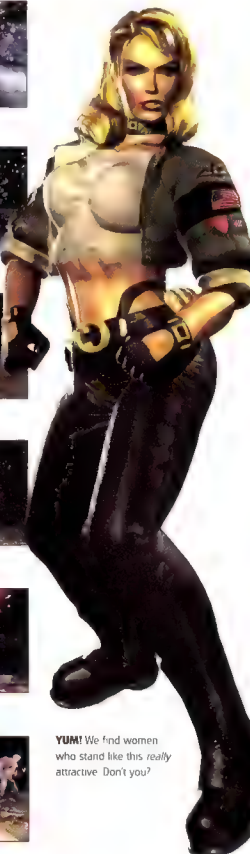
## RAIDEN Electrocuton ▶▶▶▶⊗



## REPTILE Acidic Shower ▶▶▶▶⊗



**GAME GUIDE** If you want to know anything about *Deadly Alliance*, take a peek at Brady Games' stellar guide. It'll show you everything you need to know to master MK



GAME	PUBLISHER	SCORE	ISSUE
Fakes The Clown	Fritz	Gary Iesdamun	
Gnost	Henry II	Jason Uyeda	
Jim Jagger	Joe Favazza	John Rosser	
Jow	Kenzo	Kevin Mulhall	
Kraken	Lindsay Hayes	Lisa G Davies	
Little Man	Maniela Radu	Mat Hoffman	
Matt McPherson	Maya's Daddy	Meek West	
Mike Day	Mike Lashiver	Mike Ward	
Mr. Brad	Nolan Nelson	Parking Guy	
Peasos	Pete Day	Pooper	
Rock Thorne	Silt	Stacey D	
Stacey Ysaire	Stealing Is Bad	Team Chicken	
Ted Barber	Todd Wahoske	Top Bloke	
Wardcore	Zac ZG Drake		
Top Angler	Xicat	****	57
Top Gear Dave Devil	Kernco	****	41
Top Gun: Combat Zones	Titus	****	50
Transworld Surf	Infogrames	****	57
Tribe: Aerial Assault	Sierra	****	62
Triple Play 2002	EA Sports	***	55
Triple Play Baseball	EA Sports	***	45
Toukan: Atorment	Adus	****	53
Turk: Evolution	Acclaim	***	62
<b>Twisted Metal: Black</b>	<b>SCA</b>	<b>****</b>	<b>61</b>
Twisted Metal: Black Online	SCA	****	61
Ty the Tasmanian Tiger	EA Games	****	62
UFC Throwdown	Infogrames	****	58
Unison	Tecmo	****	44
Unreal Tournament	Infogrames	****	60
V Rally 3	Infogrames	****	64
Vampire Night	Empire	****	52
Victorious Boxers	Empire	****	51
<b>Victor Vektor II</b>	<b>THQ</b>	<b>****</b>	<b>58</b>
War Jetz	3DO	****	48
<b>War of the Monsters</b>	<b>Sony CEA</b>	<b>****</b>	<b>64</b>
Warriors of Might & Magic	3DO	****	44
Wave Rally	Eidos	***	53
Way of the Samurai	Bam!	****	59
Wheel Tour	Vivendi Universal	***	63
Whiteout	Konami	***	65
Wild Arms 3	Sony CEA	****	62
Wild Wild Racing	Interplay	****	39
Winback	Koei	****	43
Wipeout Fusion	Bam	****	57
Wizardry: Tale of the Forsaken Land	Atlus	****	53
Woody Woodpecker: Buzz Buzzard Park Dreamcatcher	****	57	
World Destruction League: Thunder Tanks	3DO	****	42
World of Outlaws: Sprint Cars	Infogrames	****	55
World Tour Soccer 2002	Sony CEA	****	53
World Tour Soccer 2003	Sony CEA	****	65
<b>WWF: World Heavyweight Championship</b>	<b>Bam</b>	<b>****</b>	<b>57</b>
Wreckless: The Yakuza Missions	Activision	***	63
WTA Tour Tennis	Konami	***	57
<b>WWF SmackDown! Shut Your Mouth</b>	<b>THQ</b>	<b>****</b>	<b>64</b>
<b>WWF SmackDown! Just Bring It</b>	<b>THQ</b>	<b>****</b>	<b>52</b>
X Men: Next Dimension	Activision	****	64
X Squad	EA Games	****	38
Yanya Caballista: Cry Skater	Koei	****	49
Zapper	Infogrames	****	64
Z.O.E. Zone of the Enders	Konami	****	64

## PS1 TRICKS AND REVIEW ARCHIVE

007 Racing	EA Games	***	41
3Xtreme	989 Studios	*	21
40 Winks	GT Interactive	****	28
102 Dalmatians: Puppies to the Rescue	Eidos	****	41
2002 FIFA World Cup	EA Sports	****	58



# STAR WARS BOUNTY HUNTER

Find all 150 bounties!

So, you think you've mastered *Star Wars Bounty Hunter*? You haven't—not until you've snagged each and every of the 150 bounties in the game. It's tough, but with this guide, success will be yours! Concept art awaits! [For more details and tips, check out *Prima Games' official Bounty Hunter guide*.]

Mission	Location	Species	Friend
MISSION 3-1 No Fight Areas	Bombaker Teap Jaborgi Thang Brakko Gra Sobel Zeelasi Obesa Ramee	Gran	Gran
MISSION 3-2 Merchant Run	TC-YDD Onicrop K'Cin And-Yes Bobot Baka "Lips" Meyer Ondalor Chull Gabo Tychee Ninopar Grocc Mago Silin Eno Aras	Gran	Gran
MISSION 3-3 Checking Bay	Gabo the Wicked Artizam Hathan Alby Ermad Hafas Nikk "The Boge" Baga Quatung Tulla Grillo Zammon Tuba Ancho Bada Karga Binka Fabuna Jab-Vili Vargaz U'Hari Swinel Mart Rintez Oeje Hiltawa Sui Hemphawar Mien Rumba Ruceba Alda Karsoun Nepto Reez Andor Heangok Daim Magell Bardack Kip Bunyua Kahleeko Sik	Gran	Gran
MISSION 3-2 Industrial District	Panza Hondi J'Meep Gumb Regg Kuuga Slaag Lado Yoi Areebi	Guineo	Guineo
MISSION 3-3 Larger City	Lowell Galt Mia Ryke Mell Timmer Raim Tibek Yoi Rooker	Human	Human
MISSION 3-3 The Break In	Leed Pinot Wip Shank Natt Borda "Shank" Baitas Frissk	Human	Human
MISSION 3-3 The Break Out	Peez Bonko Sann Dekker Keezo Stodoe Oreolock Onig Ramblot Marvik Junkla Brawn Dunkae Tosok Zeb Madaaan Meeko Ghintee	Gran	Gran
MISSION 3-3 The Escape	Jord Stokk Ala Kimba Seer Lannet Lan Starburn Joth Kaltrane	Human	Human
MISSION 4-1 Single Hunt	Ukan Eyste Byndee Kee	Gran	Gran

Mission	Location	Species	Friend
MISSION 3-1 No Fight Areas	Kram Ayuk Moen Burtak Seed Maches Brine Eyes-Li Jaw-knee Rise Ayk Arko Neeko Payvees Issaya Yado Meeks Fees Keez Kleng Ayces Lamers Reek Payvees Lack Dones	Gran	Gran
MISSION 3-2 Merchant Run	In a Dug pack, on the other side of a bridge near huts On watchtower across drawbridge In sniping position across drawbridge In alcove along cliff just after drawbridge Joined by another; below covered platform on cliff On a narrow ledge inside cave On a ledge after the cave, near health capsule Inside a small hut with Podracing memorabilia After crawling through a stone corridor; Zam nearby In first building after natural bridge, after checkpoint 4 On a rocky bank seen from the top of the right tower In the large circular building Near Mazda, to the right On the third circular platform after checkpoint 5 Across from fourth circular platform, right side	Gran	Gran
MISSION 3-3 Checking Bay	Bog Rukh Maw Dalko Gonghang Nubula Gozurga Inholat Loki Gimblo "Ratchat" Oramaze "Torque" Soth Xijulla Bazurukh Yan Yrees Garrollah Skanellos Quanello	Dug	Dug
MISSION 3-3 Industrial District	"Wrong-Way" Wint Radd Hardwick "Dusty" Rengo "Trigger" Vaneer Nikita "Black-Eye" Cahoon One Kraag "Deadeye" Kluttee Eela Valotta Mikha Tray La Skeek Nikito Jerra Frossk Jiktha Blaktha	Cintaani	Cintaani
MISSION 3-3 Larger City	Ort Agg Rorr Gok'Urk Akk Ur'Or' Shurk Yo-Hahn Innk Orrr Or'Ur Oosk Kassa Drook Kanjik Mosa Leinjak Ganz Hakma Kinto	Tusken	Tusken
MISSION 3-3 The Break In	Wartdog Kieha Redge Duntak Rami Moola Risses Antab Grixus Baladdok Voreesk Gahseelik Rinkak	Gran	Gran





## NBA STREET

Cheaters have more fun

13. *13.1*

**Our understanding  
friction on the  
frictional surface  
to water  
olefinic polymers  
catalytic activity  
DNA probes  
long chains  
ionic species  
the solvent drives  
the Z-polymer  
anion  
DNA base  
A-Big hole  
branch point  
cancer risk  
DNA test**

[illegible][illegible]

...ing Co. Inc.

[illegible]

After logging in to the Twitter @ account and getting the User Access token, you can access the API and begin posting tweets. The Twitter API is a REST API, which means that you can use a REST client to interact with the API. The Twitter API is a REST API, which means that you can use a REST client to interact with the API. The Twitter API is a REST API, which means that you can use a REST client to interact with the API.

...and got to the...  
...luckily held it...  
...from...  
...from...  
...from...

**STRETCH** No street legend is cooler than this Street icon.

NAME	PUBLISHER	SCORE	ISSUE
Fear Effect	Eidos	★★★★☆	31
Fear Effect 2: Retro Helix	Eidos	★★★★☆	31
Felony 13-19	Ascon	★★★★	1
FIFA 98	EA Sports	★★★★☆	4
FIFA 99	EA Sports	★★★★★	13
FIFA 2000	EA Sports	★★★★★	23
FIFA 2001: Major League Soccer	EA Sports	★★★★★	39
FIFA Soccer 2003	EA Sports	★★★★★	63
The Fifth Element	Activision	9	15
Fighter Maker	Agetec	★★★★	0
Fighting Frenzy	Eldev	★★★★	0
Fighting Force 2	Eidos	★★★★	25
Final Fantasy Anthology	Square EA	★★★★★	26
Final Fantasy Chronicles	Sony CEA	★★★★★	47
Final Fantasy Tactics	Sony CEA	★★★★★	5
Final Fantasy VII	Sony CEA	★★★★★	5
Final Fantasy VIII	Sony EA	★★★★★	5
Final Fantasy IX	Square EA	★★★★★	39
Fishermen's Bait	Konami	★★★★	21
Fishermen's Bait 2: Big Dig: Bass	Konami	★★★★	21
Flinstones Bedrock Bowling	SouthPeak	®	33
Forc Racing	Empire	★★★★	44
Formula 1 '98	Pyrrogames	★★★★★	23
Formula 1 '99	Pyrrogames	★★★★★	26
Forsaken	Acclaim	★★★★★	10
Fox Sports Golf '99	Fox Interactive	★★★★	11
Fox Sports Soccer '99	Fox Interactive	★★★★	11
Freestyle Boardman	Capcom	★★★★	18
Freestyle Motocross: McLaugh + Pastana	Acclaim	★★★★	40
Frogger	Hasbro	★★★★	4
Frogger 2: Swampy's Revenge	Hasbro	★★★★	38
Front Mission 3	Square EA	★★★★★	31
Future Cop LA PD	Electronic Arts	★★★★	13
G-Police	Pyrrogames	★★★★★	1
G-Police 2	Pyrrogames	★★★★★	25
G Darius	THQ	★★★★★	11
Galea: Destination Earth	Hasbro	★★★★	39
Gallans	Crave	★★★★	3
Gallop Racer	Techno	★★★★	28
Gauntlet Legends	Midway	★★★★	32
Gebido	Interplay	★★★★	34
Gex: Deep Cover Gecko	Eidos	★★★★	20
Gex: Enter the Gecko	Midway	★★★★	1
Ghost in the Shell	THQ	★★★★★	4
Glover	Hasbro	★★★★	29
Gold and Glory: The Road to El Dorado	Sony CEA	★★★★★	47
Gran Turismo	Sony CEA	★★★★★	6
Gran Turismo 2	Sony CEA	★★★★★	25
Grand Theft Auto	Take 2	★★★★	1
Grand Theft Auto 2	Rockstar	★★★★★	22
Grand Theft Auto: London 1969	Rockstar	★★★★★	22
Grand Tour Racing '98	Activision	★★★★	1
Grandia	Sony CEA	★★★★★	24
Granstream Saga	THQ	★★★★	11
The Grinch	Konami	★★★★	39
Grand Season	Sony CEA	★★★★	34
Grudge Warriors	Take 2	★★★★	3
Guardian's Crusade	Activision	★★★★	15
Gundam Battle Assault 2	Bandai	★★★★	62
Gunslinger: The Legend of Jesse James	Ubisoft	★★★★	5
Hardball '99	Accolade	★★★★	1
Hardy Boy and the Scurryer's Stone	EA Games	★★★★	1

**ALTERNATE ENDING** Beat the game. The credits will start to run and will continue for 10 minutes. If you've collected all 17 Famous Witches and Wizards cards, you'll get an alternate ending.

10	Harry Potter and the Chamber of Secrets	EA Games	★★★	64
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Harvest Moon: Back to Nature	Natsume	★★★★	40
HBO Boxing	Acclaim	★★★	40
Heart of Darkness	Interplay	★★★★	13
Hello Kitty's Cube Frenzy	NewKidCo	★★★	26
Herz's Adventures	LucasArts	★★★★	2
High Heat Baseball 2000	3DO	★	22

NAME	PUBLISHER	SCORE	ISSUES
High Heat Major League Baseball 2002	3DO	★★★★	43
Hogs of War	Infogrames	★★★★	38
Hooters Road Trip	Ubisoft	★★	53
Hoshigami: Raining Blue Earth	Alien	★★	53
Hot Shots Golf	Sony CEA	★★★★	7
Hot Shots Golf 2	Sony CEA	★★★★	36
<b>Hot Wheels: Velocity Racing</b>	<b>Electronic Arts</b>	<b>★★</b>	<b>21</b>
Hydro Thunder	Midway	★★	39
IHRA Drag Racing	Bethesda	★	53
In Cold Blood	DreamCatcher	★★	38
Incredible Crisis	Titus	★★★★	38
Inspector Gadget: Gadget's Crazy Maze	Ubisoft	★★★★	50
Intelligence Qube	Sony CEA	★★	7
Intellivision Classic Games	Activision	★	26
Int'l Superstar Soccer 98	Konami	★★★★★	1
Int'l Track & Field 2000	Konami	★★★★	2
Invasion From Beyond	GT Interactive	★★	19
Iron Soldier 3	Vitality	★★	35
Imitating Slick	Jaleco	★★	14
ISS Pro Evolution	Konami	★★★★★	3
<b>The Italian Job</b>	<b>Rockstar</b>	<b>★★★★★</b>	<b>57</b>
Jackie Chan Stuntmaster	Midway	★★★★	36
Jade Cocoon	Crave	★★★★	23
Jarett & LaBonte Stock Car Racing	Codemasters	★★★★	23
Jeopardy!	Hasbro	★★★★	17
Jeopardy! 2	Hasbro	★★★★	25
<b>Jimmy McMurphy Supercom 2000</b>	<b>Acclaim</b>	<b>★★</b>	<b>30</b>
Jimmy Devil	Sony CEA	★★	36
<b>Jet Moto 2</b>	<b>Scud</b>	<b>★★★★</b>	<b>1</b>
Jet Moto 3	989 Studios	★★	26
Jimmy Johnson VR Football	Interplay	★	39
Jojo's Bizarre Adventure	Capcom	★★★★★	3
Juggernaut	Jaleco	★★	26
K-1 Grand Prix	Jaleco	★★★★	29
K-1 Revenge	Jaleco	★★	14
Kagere Deception II	Tecmo	★★★★★	14
Kartia	Atlus	★★	13
Kensen Sacred Fist	Konami	★★	1
Kickboxing	Agetec	★	51
Killer Loop	Crave	★★	22
King of Fighlers 99	Agetec	★★★	46
KISS Pinball	Take 2	★★	40
<b>Knight Rider</b>	<b>EA Sports</b>	<b>★★★★★</b>	<b>2</b>
Knockout Kings	EA Sports	★★★★	1
Knockout Kings 2000	EA Sports	★★★★	2
Knockout Kings 2001	EA Sports	★★★★	3
Konami Arcade Classics	Konami	★★	2
Koudelia	Infogrames	★★	3
Kurt Warner's Arena Football Unleashed	Midway	★★★	3
The Land Before Time: Great Valley Racing	TDK Medvetec	★★★	46
The Land Before Time: Return to Great Valley	Sound Source	★★★	3
Large Windy 'N' Commando Star	Alien Soft	★	5
<b>Legacy of Kain: Soul Reaver</b>	<b>Relic</b>	<b>★★★★★</b>	<b>2</b>
The Legend of Dragon	Sony CEA	★★★★★	3
Legend of Legaia	Sony CEA	★★★★	1
Legend of Mana	Square EA	★★★	3
Lego Island 2: The Brickster's Revenge	Lego Media	★★	4
Lego Rock Raiders	Lego Media	★★	3
Leo & Simz	Sony CEA	★★★★	5
The Lion King: Simba's Mighty Adventure	Activision	★★	4
The Little Mermaid II	THQ	★★★★	3
Lode Runner	Natsume	★★	1
Looney Tunes Racing	Infogrames	★★★	3
Looney Tunes: Sheep Raider	Infogrames	★★★	3

**The Lost World: Jurassic Park** Electronic Arts

Lunar Silver Star Story Complete Working Designs 2

Lunar 2. Eternal Blue Complete Working Designs ★★★★★ 48

Madden NFL 96 EA Sports ★★★★★

Madden NFL 99	EA Sports	★★★★★	1
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Revised 10/1/2000      FAX 909/999-9999

Reviews: NPL, 2006. E.A. Spence et al.

Madden NFL 2002 EA Sports 4

Madden NFL 2003	EA Sports	★★★★	6
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Marian Gothic. Unification Take 2 (4/4) S







## DRAGON BALL Z: BUDOKAI

Crazy moves for every character



The following strategies and tips were excerpted from *Prima Games' Official Guide to Dragon Ball Z: Budokai*. The full guide is on sale now—check [www.primagames.com](http://www.primagames.com) for availability.

Character	Move	Ki Gauges Used	Buttons
GOKU	Power Up (King Kai x2, x5, x10)	n/a	□+△+×
	Super Saiyan		
	Kamehameha (A)	1	△, △, △, △, △
	Kamehameha (B)	1	△, △, △, △, △
	Kamehameha (C)	1	△, △, △, △, △
	Zanbu Fist	1	△, △, △, △, △
	Dragon Throw Near Opponent	n/a	□+×
GOKU	Unlock Potential	3 or more	□+△+×
	Masenko (A)	1	△, △, △, △, △
	Masenko (B)	1	△, △, △, △, △
	Kamehameha (A)	1	△, △, △, △, △
	Kamehameha (B)	1	△, △, △, △, △
	Continuous K Blast Wave	2	△, △, △, △, △
	Killquack	1	△, △, △, △, △
TEENY LUNAR	Hurricane Kick Near Opponent	n/a	□+×
TEENY LUNAR	Super Saiyan	4 or more	□+△+×
	Kamehameha (A)	1	△, △, △, △, △
	Kamehameha (B)	1	△, △, △, △, △
	Kamehameha (C)	1	△, △, △, △, △
	Instant Killquack	1	△, △, △, △, △
	High-Speed Hammer	2	△, △, △, △, △
GRAND SUPREMACY	Fierce Ramra	3	△, △, △, △, △
	Jackhammer Near Opponent	n/a	□+×
TEENY LUNAR	Justice Finisher	1	△, △, △, △, △
	Justice Flash	2	△, △, △, △, △
	Justice Carnival	3	△, △, △, △, △
	Justice Punch	1	△, △, △, △, △
	Justice Kick (A)	1	△, △, △, △, △
	Justice Kick (B)	1	△, △, △, △, △
	Justice Dynamite Near Opponent	n/a	□+×
TEENY LUNAR	Super Saiyan	3 or more	□+△+×
	Burning Attack	3 (After Super Saiyan)	△, △, △, △, △
	Buster Cannon (A)	1	△, △, △, △, △
	Buster Cannon (B)	1	△, △, △, △, △
	Finish Buster (A)	1	△, △, △, △, △
	Finish Buster (B)	1	△, △, △, △, △
	Blast Attack	1	△, △, △, △, △
RAGE	Rapid Fall Slash Near Opponent	n/a	□+×
RAGE	Double Sunday (A)	1	△, △, △, △, △
	Double Sunday (B)	1	△, △, △, △, △
	Saturday Crush (A)	1	△, △, △, △, △
	Saturday Crush (B)	1	△, △, △, △, △
	Exciting Year	1	△, △, △, △, △
	Weekly Special	2	△, △, △, △, △
	Dynamite Monday	3	△, △, △, △, △
VIBRA	Day Crush Near Opponent	n/a	□+×
VIBRA	Super Saiyan	4 or more	□+△+×
	Galick Cannon (A)	1	△, △, △, △, △
	Galick Cannon (B)	1	△, △, △, △, △
	Galick Cannon (C)	1	△, △, △, △, △
	Final Flash	2	△, △, △, △, △
	Final Bash	1	△, △, △, △, △
VIBRA	Meteor Flash	2	△, △, △, △, △
	Nose Dive Crash Near Opponent	n/a	□+×

Character	Move	Ki Gauges Used	Buttons
KRILLIN	Unlock Potential	3 or more	□+△+×
	Destructo Disk	2 (After Unlock Potential)	△, △, △, △, △
	Kamehameha (A)	1	△, △, △, △, △
	Kamehameha (B)	1	△, △, △, △, △
	Kamehameha (C)	1	△, △, △, △, △
	Garlic Fist	1	△, △, △, △, △
	Herzerk Fist	3	△, △, △, △, △
MORO	Jackhammer Near Opponent	n/a	□+×
MORO	Break Cannon (A)	1	△, △, △, △, △
	Break Cannon (B)	1	△, △, △, △, △
	Giant Attack	1	△, △, △, △, △
	Smasher DX (A)	1	△, △, △, △, △
	Smasher DX (B)	1	△, △, △, △, △
	Breakstorm	3	△, △, △, △, △
	Megaton Throw Near Opponent	n/a	□+×
TIGER	K Blast Cannon (A)	1	△, △, △, △, △
	K Blast Cannon (B)	1	△, △, △, △, △
	Dodoma (A)	1	△, △, △, △, △
	Dodoma (B)	1	△, △, △, △, △
	Jackhammer Fist Flash	1	△, △, △, △, △
	Jointed on Blast	2	△, △, △, △, △
	Machine gun First	3	△, △, △, △, △
WOLFGANG	Jackhammer First Near Opponent	n/a	□+×
WOLFGANG	Kamehameha (A)	1	△, △, △, △, △
	Kamehameha (B)	1	△, △, △, △, △
	Wolf Fang Fist (A)	1	△, △, △, △, △
	Wolf Fang Fist (B)	1	△, △, △, △, △
	Wolf Fang Blast	2	△, △, △, △, △
	Wolf Slice First	1	△, △, △, △, △
	Tiger Jackhammer Near Opponent	n/a	□+×
HERCULE	High Tension	4 or more	□+△+×
	Dynamite Kick (A)	1	△, △, △, △, △
	Dynamite Kick (B)	1	△, △, △, △, △
	Dynamite Kick (C)	1	△, △, △, △, △
	Hercule Critical Attack	1	△, △, △, △, △
	Present for You	3	△, △, △, △, △
	Hercule Ultra Dynamite	3	△, △, △, △, △
HERCULE	Hercule Miracle Bomber: Near Opponent	n/a	□+×
FINAL FORM	Final Form	4 or more	□+△+×
	Death Ball	3 (After Final Form)	△, △, △, △, △
	Death Beam (A)	1	△, △, △, △, △
	Death Beam (B)	1	△, △, △, △, △
	Death Beam (C)	1	△, △, △, △, △
	Frieza Nightmare	1	△, △, △, △, △
	Killer Ball	2	△, △, △, △, △
ZAMMO	Meteor Crash Near Opponent	n/a	□+×
ZAMMO	Monster Form	4 or more	□+△+×
	Possibility Cannon (A)	1	△, △, △, △, △
	Possibility Cannon (B)	1	△, △, △, △, △
	Possibility Cannon (C)	1	△, △, △, △, △
	Hyper Elegant Magnum	1	△, △, △, △, △
	Extra Graceful Cannon	3	△, △, △, △, △
RECOMBE	Super Beautiful Arrow	2	△, △, △, △, △
	Missing Screw Near Opponent	n/a	□+×
RECOMBE	Recome Eraser Gun (A)	1	△, △, △, △, △
	Recome Eraser Gun (B)	1	△, △, △, △, △
	Recome Bomber	3	△, △, △, △, △
	Recome Buster Magnum	1	△, △, △, △, △
	Recome Max Vulcan	2	△, △, △, △, △
	Recome Hyper Swing: Near Opponent	n/a	□+×



# CROSSOVER Dragon Ball Z character artist Akira Toriyama is no stranger to games. He's also designed characters for Chrono Trigger, Tobal, and the Dragon Warrior games.



Character	Move	Ki Gauges Used	Buttons
<b>Dragon Ball Z</b>	Milky Cannon (A)	1	□, ○, △, ×, ○, ○
	Milky Cannon (B)	1	□, ○, △, ×, ○, ○
	Milky Cannon (C)	1	□, ○, △, ×, ○, ○
	Body Change	3	□, ○, △, ×, ○, ○
	Processed Power Crush	1	□, ○, △, ×, ○, ○
	Ginyu Special	3	□, ○, △, ×, ○, ○
	Parmesan Shower	2	□, ○, △, ×, ○, ○
	Ginyu Strike Near Opponent	n/a	□, ○, △, ×
	Dodonaria Beam (A)	1	□, ○, △, ×, ○, ○
	Dodonaria Beam (B)	1	□, ○, △, ×, ○, ○
<b>Dragon Ball Z</b>	Dodonaria Beam (C)	1	□, ○, △, ×, ○, ○
	Dodonaria Ultra Spike	1	□, ○, △, ×, ○, ○
	Dodonaria Big Blaster	2	□, ○, △, ×, ○, ○
	Dodonaria Typhoon Near Opponent	n/a	□, ○, △, ×
	Rocket Punch (A)	1	□, ○, △, ×, ○, ○
	Rocket Punch (B)	1	□, ○, △, ×, ○, ○
	Rocket Punch (C)	1	□, ○, △, ×, ○, ○
	Devil Crush	1	□, ○, △, ×, ○, ○
	Hell Flash	3	□, ○, △, ×, ○, ○
	Finishing Splash	3	□, ○, △, ×, ○, ○
<b>Dragon Ball Z</b>	Killing Neck Throw Near Opponent	n/a	□, ○, △, ×
	Power Blitz (A)	1	□, ○, △, ×, ○, ○
	Power Blitz (B)	1	□, ○, △, ×, ○, ○
	Energy Field (A)	1	□, ○, △, ×, ○, ○
	Energy Field (B)	1	□, ○, △, ×, ○, ○
	Power Strike	1	□, ○, △, ×, ○, ○
	Power Failing Star	2	□, ○, △, ×, ○, ○
	Buster Swing: Near Opponent	n/a	□, ○, △, ×
	Power Up (Sync with Nail, Fuse with Kami)	4 or more, 5 or more for Kami	□, ○, △, ×
	Light Grenade (A)	1/2 (Fused w/ th Kami)	□, ○, △, ×, ○, ○
<b>Dragon Ball Z</b>	Light Grenade (B)	1/2 (Fused w/ th Kami)	□, ○, △, ×, ○, ○
	Destructive Wave (A)	1	□, ○, △, ×, ○, ○
	Destructive Wave (B)	1	□, ○, △, ×, ○, ○
	Special Beam Cannon	2	□, ○, △, ×, ○, ○
	Instant Killquick	1	□, ○, △, ×, ○, ○
	Demon Roundhouse: Near Opponent	n/a	□, ○, △, ×
	Power Blitz (A)	1	□, ○, △, ×, ○, ○
	Power Blitz (B)	1	□, ○, △, ×, ○, ○
	Energy Field (A)	1	□, ○, △, ×, ○, ○
	Energy Field (B)	1	□, ○, △, ×, ○, ○
<b>Dragon Ball Z</b>	Power Strike	1	□, ○, △, ×, ○, ○
	Power Failing Star	2	□, ○, △, ×, ○, ○
	Buster Swing: Near Opponent	n/a	□, ○, △, ×
	Photon Shot (A)	1	□, ○, △, ×, ○, ○
	Photon Shot (B)	1	□, ○, △, ×, ○, ○
	Photon Shot (C)	1	□, ○, △, ×, ○, ○
	Power Break	1	□, ○, △, ×, ○, ○
	Cybernetic Pain	3	□, ○, △, ×, ○, ○
	Life Drain	3	□, ○, △, ×, ○, ○
	Rolling Crush: Near Opponent	n/a	□, ○, △, ×
<b>Dragon Ball Z</b>	Kamehameha (A)	1	□, ○, △, ×, ○, ○
	Kamehameha (B)	1	□, ○, △, ×, ○, ○
	Kamehameha (C)	1	□, ○, △, ×, ○, ○
	Spirit Bomb	3 (After Perfect Form)	□, ○, △, ×, ○, ○
	Ultimate Attack	1	□, ○, △, ×, ○, ○
	Negative Power Rain	2	□, ○, △, ×, ○, ○
	ASSO Near Opponent	n/a	□, ○, △, ×

GAME	PUBLISHER	SCORE	EDGE
Oddworld: Abe's Exoddus	GT Interactive	★★★★	15
Overlord: The Darkening	ATI Interactive	★★★★	16
Omega Boost	Sony CEA	★★★★	25
One	ASC	★★★★	4
One Piece Mansion	Capcom	★★★★	50
Parasite Eve	Square	★★★★	16
Pandemonium! 2	Midway	★★★★	3
Panzer Front	Agatec	★★★★	51
Parasite Eve Remake	Sega USA	★★★★	32
Parasite Eve	Square EA	★★★★	37
Parasite Eve II	Square EA	★★★★	37
Persona 2: Eternal Punishment	Atlus	★★★★	41
Peter Jacobsen's Golden Tee Golf	Infogrames	★★★★	41
PGA Tour 98	EA Sports	★★★★	3
Pipe Dreams 3D	Empire Int.	★★★★	52
Pitfall 3D	Ubisoft	★★★★	9
Planet of the Apes	Ubisoft	★★★★	63
Play With The Teletubbies	Knowledge Adv.	★★★★	36
Pocket Fighter	Capcom	★★★★	11
Point Blank	Namco	★★★★	6
Point Blank 2	Namco	★★★★	20
Point Blank 3	Namco	★★★★	44
Polans SnoCross	Vabcol	★★★★	38
Pong	Hasbro	★★★★	27
Pool Hustler	Activision	★★★★	15
Populous: The Beginning	Electronic Arts	★★★★	21
Porsche Challenge	Sony CEA	★★★★	1
Power Play Sports Trivia	Ubisoft	★★★★	58
Power Rangers Lightspeed Rescue	THQ	★★★★	40
Power Shovel	Acclaim	★★★★	69
Power Soccer 2	Psygnosis	★★★★	5
Power Spike Pro Beach Volleyball	Infogrames	★★★★	41
The Powerpuff Girls: Chemical X Tractor	Bam	★★★★	51
Poy Poy	Konami	★★★★	3
Pro 18 World Tour Golf	Psygnosis	★★★★	19
Pro Pinball: Big Race USA	Empire	★★★★	37
Pro Pinball: Fantastic Journey	Empire	★★★★	37
Pro Pinball: Timeshock!	Take 2	★★★★	10
Psyoback	Psygnosis	★★★★	15
Punky Skunk	Jaleco	★★★★	6
Putter Golf	Agatec	★★★★	53
Puzzle Star Sweep	Agatec	★★★★	43
Qbert	Hasbro	★★★★	28
Quake II	Activision	★★★★	27
R-Type Delta	Agatec	★★★★	23
R-Types	Ascom	★★★★	17
RA: Ridge Racer Type 4	Namco	★★★★	20
Racing	Agatec	★★★★	43
Railroad Tycoon II	Take 2	★★★★	30
Rainbow Six	Red Storm	★★★★	27
Rally Cross 2	989 Studios	★★★★	15
Rampage	Midway	★★★★	4
Rampage 2: Universal Tour	Midway	★★★★	21
Rampage Through Time	Midway	★★★★	36
Ray Tracers	THQ	★★★★	5
RayCrisis	Working Designs	★★★★	38
Rayman 2: The Great Escape	Ubisoft	★★★★	35
Rayman Brain Games	Ubisoft	★★★★	50
Rayman Rush	Ubisoft	★★★★	57
Razor Freestyle Scooter	Grave	★★★★	41
RC de Golf	Acclaim	★★★★	40
RC Revenge	Acclaim	★★★★	37
RC Stunt Copier	Titus	★★★★	25
Re-Volt	Acclaim	★★★★	26
Ready 2 Rumble	Midway	★★★★	22
Ready 2 Rumble Round 2	Midway	★★★★	40
Red Asphalt	Interplay	★★★★	3
Red Barrels	Natsume	★★★★	1
Reel Fishing II	Natsume	★★★★	34
Resident Evil: Director's Cut	Capcom	★★★★	2
Resident Evil 2	Capcom	★★★★	16
Resident Evil 2: Dual Shock	Capcom	★★★★	16
Resident Evil 3: Nemesis	Capcom	★★★★	27
Resident Evil: Survivor	Capcom	★★★★	38



## WWE SMACKDOWN! SHUT YOUR MOUTH

### Pay-Per-View rewards

Plowing through this game is more rewarding if you know what you're playing for. Win a match at these events to get the choice to unlock the items listed.

#### ARMAGEDDON

- Ric Flair's attire
- Chuck's attire
- Billy's attire
- Armageddon arena
- Winter Plaza area
- Winter Times Square area

#### BACKLASH

- The Rock's attire
- Christian's attire
- Create Parts 1
- Backlash arena
- Foam Hands A

#### INSURRECTION

- Jeff Hardy's attire
- William Regal's attire
- Moves 9
- Create Parts 4
- Insurrexion arena

#### JUDGMENT DAY

- RVD's attire
- Vince McMahon's attire
- Eddie Guerrero's attire
- Undertaker's attire
- Create Parts 2
- Judgment Day arena

#### KING OF THE RING

- Kurt Angle's attire
- Edge's attire
- Moves 2
- Create Parts 8
- King of the Ring arena
- Plaza B backstage area

#### NO MERCY

- Shawn Michaels' attire
- Stephanie
- McMahon's attire
- Rikishi's attire
- D-Von's attire
- Molly Holly's attire
- No Mercy arena

#### NO WAY OUT

- Kevin Nash (for Season mode)
- X-Pac (for Season mode)
- Big Show's attire
- The Big Valbowski's attire
- Moves 5
- No Way Out arena

#### REBELLION

- Chris Jericho's attire
- Stacy Keibler's attire
- Brock Lesnar's attire
- Moves 10
- Rebellion arena

#### ROYAL RUMBLE

- Triple H's attire
- Steve Austin's attire
- Bubba Ray's attire
- Create Parts 6

- Royal Rumble arena
- WWE Superstars Special Movie

#### SUMMERSLAM

- Booker T's attire
- Torrie Wilson's attire
- Moves 6
- Create Parts 9
- SummerSlam arena

#### SURVIVOR SERIES

- Matt Hardy's attire
- Hardcore Holly's attire
- Moves 7
- Moves 8
- 30 Ability Points
- Survivor Series arena

#### UNDISPUTED CHAMPIONSHIP

- Special RVD FMV sequence
- SmackDown SYM
- Special FMV sequence

#### UNFORGIVEN

- Chris Benoit's attire
- Trish Stratus's attire
- Moves 3
- Create Parts 5
- Unforgiven arena
- Foam Hands B

#### VENGEANCE

- Lance Storm's attire
- Raven's attire
- Billy Kidman's attire
- Create Parts 3
- Vengeance arena A
- Vengeance arena B

#### WRESTLEMANIA

- Hulk Hogan (for Season Mode)
- Faarooq's attire
- Bradshaw's attire
- Moves 1
- Create Parts 7
- WrestleMania X8 arena



Unlock a can of whoop ass!

GAME	PUBLISHER	SCORE	ISSUE
Rhapsody: A Musical Adventure	Atlus	88%	35
Rising Zan	Ageatec	88%	24
Risk	Hasbro	88%	11
Rival Schools	Capcom	88%	14
Rock Rash 1st Break	Electronic Arts	88%	13
Rock 'Em Sock 'Em Robots	Mattel	88%	41
Rocket Power: Team Rocket Rescue	THQ	88%	41
Rogue Trip	GT Interactive	88%	14
Roll Away	Psygnosis	88%	13
Rollage	Psygnosis	88%	19
Rollage Stage II	Psygnosis	88%	31
Romance of the Three Kingdoms VI	Koei	88%	30
Roswell Conspiracies: Aliens, Myths & Legends	Red Storm	88%	48
RPG Maker	Ageatec	88%	35
Rugrats: Totally Angelica	THQ	88%	48
Rugrats in Paris: The Movie	THQ	88%	41
Runabout 2	Hot-B	88%	36
Running Wild	989 Studios	88%	14
Rushdown	Electronic Arts	88%	19
Sabrina: Teenage Witch: A Twitch in Time!	Knowledge Adventure	88%	45
SaGa Frontier	Sony CEA	88%	8
SaGa Frontier 2	Square EA	88%	29
Sanyok: Journey West	Koei	88%	47
Salvator: Spoorfishing	Ageatec	88%	52
Sammy Sosa High Heat Baseball 2001	3DO	88%	32
Sammy Sosa Softball Slam	3DO	88%	33
Samurai Showdown: Warrior's Rage	SNK	88%	36
Scorpio: Boss and the Cyber Chase	THQ	88%	52
Scrabble	Hasbro	88%	28
Sentinel Returns	Psygnosis	88%	11
Sesame Street Sports	NewLineCo	88%	54
Shadow Madness	Crave	88%	18
Shadow Man	Acclaim	88%	27
Shadow Master	Psygnosis	88%	5
Shadow: True Valor	Ageatec	88%	28
Sheep	Sunsoft	88%	20
Shipwrecks	Empire	88%	41
Shooter: Space Shot	Ageatec	88%	48
Shooter: Starfighter Survival	Ageatec	88%	43
Silent Bomber	Bandai	88%	30
Silent Hill	Konami	88%	38
Silhouette Mirage	Working Designs	88%	29
Sim Theme Park	Electronic Arts	88%	33
The Simpsons Wrestling	Taito	88%	45
Skullmonkeys	Electronic Arts	88%	6
Skydive Extreme	Barbapost	88%	49
Slam Slam	Electronic Arts	88%	24
Small Soldiers	Electronic Arts	88%	15
Smurfs	Infogrames	88%	29
Smurf Racer	Infogrames	88%	45
Snocross Championship Racing	Crave	88%	37
Snowboarding	Ageatec	88%	43
Soul of the Samurai	Konami	88%	24
South Park	Acclaim	88%	27
South Park: Chef's Luv Shack	Acclaim	88%	26
South Park Rally	Acclaim	88%	29
Space Invaders	Activision	88%	27
Spawn: The Eternal	Sony CEA	88%	4
Spec Ops: Covert Assault	Take 2	88%	52
Spec Ops: Ranger Elite	Take 2	88%	46
Spec Ops: Stealth Patrol	Take 2	88%	34
Speed Punks	Sony CEA	88%	32
Speed Racer	Jaleco	88%	8
Speedball 2100	Empire	88%	40
Spider-Man	Activision	88%	37

GAME	PUBLISHER	SCORE	ISSUE
The Sub-Manner is the last guy in the character viewer! To get him in there, do this:			
• Enter "What If? Mode" code (GBHSRSPM)			
• Reach Spidey vs. Carnage level			
You'll be able to see the Sub-Manner peeking in through one of the windows, outside of the boss area. Be sure to see him in full view to add him to the character viewer			
Spider-Man 2: Enter Electro	Activision	88%	50
Spidey vs. Carnage	Take 2	88%	38
SpongeBob SquarePants	THQ	88%	51
What's so great about a sponge? Can someone explain this to us?			
1 BGAR	6 NGPS	11 WFXM	16 OUK
2 CLMB	7 WMCV	12 MWTL	17 UKV
3 KVNf	8 XNAD	13 OGAV	18 PWS
4 WNGA	9 HPJO	14 LKHK	19 JAST
5 DPVJ	10 QHDG	15 HGCD	End WMBT
Sports Car GT	Electronic Arts	88%	21
Spyro the Dragon	Sony CEA	88%	13
Spyro 2: Ripto's Rage!	Sony CEA	88%	27
Spyro 3: Year of the Dragon	Sony CEA	88%	39
Star Ocean: The Second Story	Sony CEA	88%	22
Star Trek: Invasion	Activision	88%	37
Star Wars Episode I: Jedi Power Battles	LucasArts	88%	39
Star Wars Episode II: Attack of the Clones	LucasArts	88%	25
Star Wars Masters of Teräs Kam	LucasArts	88%	4
Star Wars Demolition	LucasArts	88%	41
Steel Reign	Sony CEA	88%	2
Steak	GT Interactive	88%	15
Street Fighter Alpha 3	Capcom	88%	21
Street Fighter Collection	Capcom	88%	4
Street Fighter Collection 2	Capcom	88%	16
Street Fighter EX Plus Alpha	Capcom	88%	2
Street Fighter EX2	Capcom	88%	33
Street Saker	Electronic Arts	88%	39
Street Saker 2	Electronic Arts	88%	32
Strider 2	Capcom	88%	34
Striker Pro 2000	Infogrames	88%	33
Strikers 1945	Ageatec	88%	44
Stuart Little 2	Sony CEA	88%	60
Suikoden II	Konami	88%	26
Super Shot Soccer	Tecmo	88%	61
Superbike 2000	EA Sports	88%	32
SuperCross 2000	EA Sports	88%	29
SuperCross Circuit	989 Studios	88%	28
Surf Riders	Ubi Soft	88%	35
Sydney 2000	Eidos	88%	38
Syphon Filter	NIP Studios	88%	13
Syphon Filter 2	989 Studios	88%	31
Syphon Filter 3	Sony CEA	88%	52
Tai Fu	Activision	88%	19
T.R.A.G.	Sunsoft	88%	20
Tactics Ogre	Atlus	88%	12
Tad Concerto	Atlus	88%	76
Tales of Destiny	Namco	88%	13
Tales of Destiny II	Namco	88%	49
Tarzan	Sony CEA	88%	26
Team Buddies	Midway	88%	38
Team LOSI RC Racing	Fox Interactive	88%	13
Tekken 3	Namco	88%	9
Tenchu	Acclaim	88%	14
Tenchu 2: Birth of the Stealth Assassins	Activision	88%	37
Tennis Arena	Ageatec	88%	53
Tenno 2	Ubi Soft	88%	4
Tenno 3	Acclaim	88%	3
Tenno 4	Acclaim	88%	35
Test Drive 6	Infogrames	88%	27
Test Drive: Le Mans	Infogrames	88%	34
Test Drive: Off-Road 3	Infogrames	88%	26
Thousand Arms	Atlus	88%	26
Thrasher: Skate & Destroy	Rockstar	88%	29
Threats of Fate	Square EA	88%	13
Thunder Force V	Working Designs	88%	35
Tiger Woods 99 PGA Tour Golf	EA Sports	88%	16
Tiger Woods PGA Tour 2001	EA Sports	88%	41

JOIN THE MARINES. THE SUB-MANINERS.





WWW.MAGAZINE.COM  
 Now you can look at the best and worst games of the year. So far, we're looking at them just a little. Not only a little today, but you can look at them all the time of the week above.

GAME	PUBLISHER	SCORE	NOTE	GAME	PUBLISHER	SCORE	NOTE
Tigger's Honey Hunt	Norfolk	44	★★★★	The Weakest Link	Activision	44	★★★★
Time Crisis: Project Titan	Namco	45	★★★★	Wheel of Fortune	Hasbro	47	★★★★
Time Train	Sony CEA	25	★★★★	Wheel of Fortune 2	Hasbro	39	★★★★
Tiny Toon Adventures: Plucky's Big Adventure	Conspiracy	50	★★★★	4 Winnie the Pooh: Kindergarten	Bam! n/a	n/a	
Tiny Toons: The Great Beakstak	NewKidCo	18	★★★★	Tom & Jerry: The Movie	Hasbro	41	★★★★
TOCA 2	Activision	27	★★★★	Tom & Jerry: The Movie 2	Hasbro	41	★★★★
Tom & Jerry in House Trap	Edios	40	★★★★	8 Winnie the Pooh: Preschool	Bam! n/a	n/a	
Tom Clancy's Rainbow Six: Rogue Spear	Red Storm	45	★★★★	Who Wants to Be a Millionaire	2nd Edition Sony CEA	44	★★★★
Tomb Raider II	Edios	44	★★★★	Who Wants to Be a Millionaire	3rd Edition Sony CEA	47	★★★★
Tomb Raider III	Edios	44	★★★★	Wild 9	Interplay	15	★★★★
Tomb Raider: Chronicles	Edios	41	★★★★	Wild Arms 2	Sony CEA	33	★★★★
Tomb Raider: The Last Revelation	Edios	29	★★★★	The Wild Thornberrys: Animal Adventure	Mattel	41	★★★★
Tomb Raider	Sony CEA	11	★★★★	WipeOut 3	Psygnosis	26	★★★★
Tomb Raider 2: The Evil Swine Return	Sony CEA	29	★★★★	Woody Woodpecker Racing	Konami	40	★★★★
Tomb Raider: Never Dies	Electronic Arts	23	★★★★	World Cup 98	EA Sports	10	★★★★
Tonka Space Station	Hasbro	20	★★★★	World Destruction League: Thunder Tanks	3DO	39	★★★★
Tony Hawk's Pro Skater	Activision	26	★★★★	The World Is Not Enough	Electronic Arts	40	★★★★
Tony Hawk's Pro Skater 2	Activision	44	★★★★	World's Scariest Police Chases	Activision	47	★★★★
Tony Hawk's Pro Skater 3	Activision	51	★★★★	Worms Armageddon	Hasbro	27	★★★★
2 Tony Hawk's Pro Skater 4	Activision	64	★★★★	Worms World Party	Ubisoft	55	★★★★
It's good to know what you'll get when it's your success.				Wu-Tang Shaolin Style	Activision	28	★★★★
SIM MODEL: Beat one Pro Challenge				WWF Attitude	Acclaim	24	★★★★
MOON PHYSICS Beat two Pro Challenges				WWF SmackDown!	THQ	33	★★★★
LITTLE LEAGUE HIDDEN SKATER Beat four Pro Challenges				WWF SmackDown! 2	THQ	40	★★★★
MOON PHYSICS Beat five Pro Challenges				WWF War Zone	Acclaim	12	★★★★
TOONSTORM: Beat one Pro Challenge				X-Blade: Inline Skater	Crave	55	★★★★
Toonstorm: Beat two Pro Challenges				X-Files	Fox Interactive	28	★★★★
Toonstorm: Beat three Pro Challenges				X-Files: The Series	ESPN Digital	14	★★★★
Toonstorm: Beat four Pro Challenges				X-Men: Children of the Atom	Acclaim	6	★★★★
Toonstorm: Beat five Pro Challenges				X-Men: Mutant Academy	Activision	36	★★★★
Toonstorm: Beat six Pro Challenges				X-Men: Mutant Academy 2	Activision	50	★★★★
Toonstorm: Beat seven Pro Challenges				Xena: Warrior Princess	Electronic Arts	26	★★★★
Toonstorm: Beat eight Pro Challenges				Xenogears	Square EA	14	★★★★
Toonstorm: Beat nine Pro Challenges				You Don't Know Jack!	Berkeley Systems	25	★★★★
Toonstorm: Beat ten Pro Challenges				You Don't Know Jack! 2	Sierra	40	★★★★
Toonstorm: Beat eleven Pro Challenges				1 Yu-Gi-Oh: Forbidden Memories	Konami	57	★★★★
Toonstorm: Beat twelve Pro Challenges				NEED THE NIGHT NIGHT!			
Toonstorm: Beat thirteen Pro Challenges				NEED THE NIGHT NIGHT!			
Toonstorm: Beat fourteen Pro Challenges				NEED THE NIGHT NIGHT!			
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Toonstorm: Beat ninety-three Pro Challenges				NEED THE NIGHT NIGHT!			
Toonstorm: Beat ninety-four Pro Challenges				NEED THE NIGHT NIGHT!			
Toonstorm: Beat ninety-five Pro Challenges				NEED THE NIGHT NIGHT!			
Toonstorm: Beat ninety-six Pro Challenges				NEED THE NIGHT NIGHT!			
Toonstorm: Beat ninety-seven Pro Challenges				NEED THE NIGHT NIGHT!			
Toonstorm: Beat ninety-eight Pro Challenges				NEED THE NIGHT NIGHT!			
Toonstorm: Beat ninety-nine Pro Challenges				NEED THE NIGHT NIGHT!			
Toonstorm: Beat one hundred Pro Challenges				NEED THE NIGHT NIGHT!			

## READER REVIEWS

We want your reviews of the best and worst games, so write a review and send it to [opm@iffdavis.com](mailto:opm@iffdavis.com). We can't publish everyone, so keep it short, be witty, and remember that not every game deserves a 5-star rating just because you like it!

### DRAGON BALL Z: BUDOKAI

What you said: "Now, I'm a loyal fan of the show and of fighting games, but Budokai was just horrible. You can't even duck! How the hell can you have a fighting game if you can't even duck? And you can only fly if you get hit up in the air. Even then, you just fall slowly. With linear combos and energy attacks that are just another 'hit' in a combo, the fighting engine fails to satisfy. Though fans of the show will love the Story mode and the loads of stuff to unlock, its not enough to save this game. If you're a DBZ freak, you'll want to rent this before buying it. Everyone else: Stay far away."

Your Score: 4/5  
 Vince Moulton  
[vincemoulton@hotmail.com](mailto:vincemoulton@hotmail.com)

**"If you're a DBZ freak, you'll want to rent this before buying it. Everyone else: Stay far away."**

What we said: "Isn't it weak that the button combinations for moves are the same for each character? Our Score: 4/5"

### ATV OFFROAD FURY 2

What you said: "Fury 2 is a perfect sequel to the original. There are more tracks and lots of unlockables, and they've added to the gameplay with the profile-points system and new terrain types. Graphics are at least twice as good, but you don't notice it at first because it's all in the details. The rider customization also lends itself well to the online world. But while the online play was done well, not nearly enough was done with it." Our Score: 4/5

Alan Olson  
[alolson@team-ir.org](mailto:alolson@team-ir.org)

What we said: "The sequel takes the core game play of the original and adds lots of stuff...but doesn't make any fundamental changes." Our Score: 4/5

### MORTAL KOMBAT: DEADLY ALLIANCE

What you said: "This is the best MK ever made. The awesome new fighting system makes for greater combo and juggle potential for fighting fans such as myself. The replay value of this game goes

through the roof. There are 676 unlockable goodies, making Deadly Alliance deadly addictive. The only disappointing aspect is the lack of fatalities. Kicking someone's ass and then brutally mutilating them may seem fun the first couple of times, but then it just becomes boring." Your Score: 4/5

Amedeo Valentino  
[gamer0@hotmail.com](mailto:gamer0@hotmail.com)

What we said: "The unlockables are going to make some of you completely addicted." Our Score: 4/5

### DEAD TO RIGHTS

What you said: "This is a mere shadow of Max Payne [the game it wants so badly to be]. The camera

lights with you every step of the way, leading to much frustration. I also hate the lock-on aiming system. Many times, it locked onto the enemy on the other side of the screen behind a crate, instead of the guy two feet in front of you plugging away. There are so many better games out right now." Your Score: 4/5

Vincent Cirming  
[vinman45@aol.com](mailto:vinman45@aol.com)

What we said: "It feels like a first-generation PS2 game." Our Score: 4/5

### MLB 03

What you said: "I'm impressed with 2K3. The graphics are solid, the minors are a much-needed addition, and your defense(gasp!) actually plays defense. But my favorite feature is that the poke check actually works. The game does have a couple of flaws, like, the goalies are almost too good. But it's the best hockey game I've seen on the market in years." Your Score: 4/5

Jason Ingersoll  
[separateunion@yahoo.com](mailto:separateunion@yahoo.com)

What we said: "Every aspect of hockey is considered, mastered, and on display." Our Score: 4/5

## TELL US WHAT YOU THINK

DROP US AN E-MAIL, let us know what you like best about our Replay section, what you'd like to see more of, and even what you could do without. Send your comments to: [comment@iffdavis.com](mailto:comment@iffdavis.com), with REPLAY in the subject line.

**BIRD SOARS:** See the jersey on Larry Bird's back? Guess who made it, why don't you.

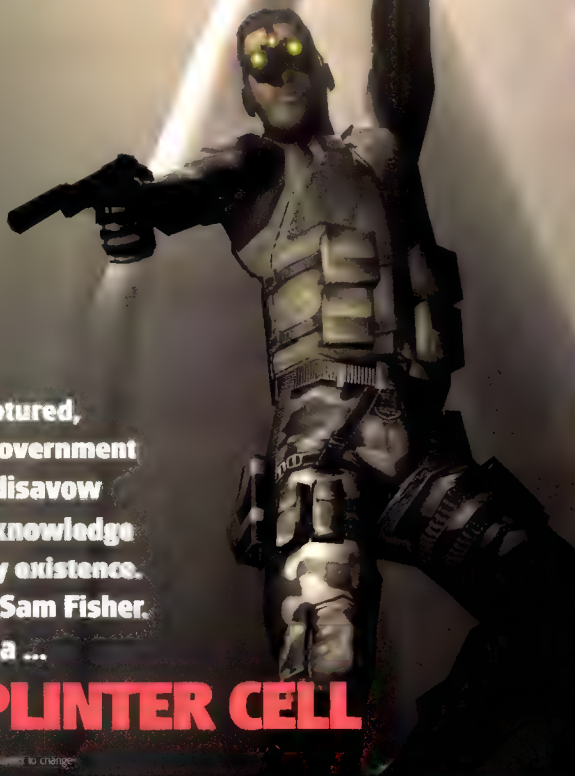


# NEXT MONTH

Move over,  
Solid Snake.

## Official U.S. PlayStation MAGAZINE

April 2003



If captured,  
my government  
will disavow  
any knowledge  
of my existence.  
I am Sam Fisher.  
I am a ...

## SPLINTER CELL

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## ELECTRONIC GAMING MONTHLY

March 2003  
On sale now

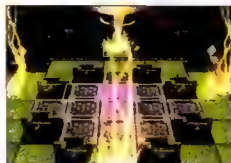


### Driver 3

Gotta craving to satisfy your need for misdeeds? Then peel rubber to EGM's *Driver 3* cover story. This next installment in the megahit series is coming to all the major consoles, and EGM has exclusive new screens and all the road-raging info. Plus, a look at the five niftiest titles you've never heard of

## GAME NOW

March 2003  
On sale now

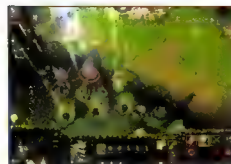


### Yu-Gi-Oh!

What's it about this trading card game that has entranced the nation? Find out in *GameNOW's* tell-all review, and then learn the ins and outs in *GN's* blowout strategy guide. Also: *Dead or Alive Xtreme Beach Volleyball* (Xbox) reviewed, and the new *Zelda* and *Pokemon* games previewed!

## COMPUTER GAMING WORLD

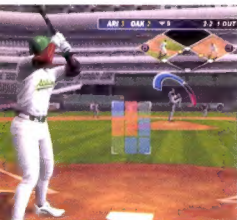
March 2003  
On sale now



### WarCraft III

The war in Azeroth isn't over! Blizzard is hard at work on the expansion pack to its blockbuster strategy game, and *C&W* has the world-exclusive scoop. Don't miss it! Also: *Splinter Cell*, *SimCity 4*, and *Robin Hood* reviewed. Plus, in-depth previews of *Black & White 2* and *Rise of Nations*

>>> Deciding whether to hurl the heat or bring the funky stuff? With **TOTAL PITCH CONTROL**, you choose the amount of power and

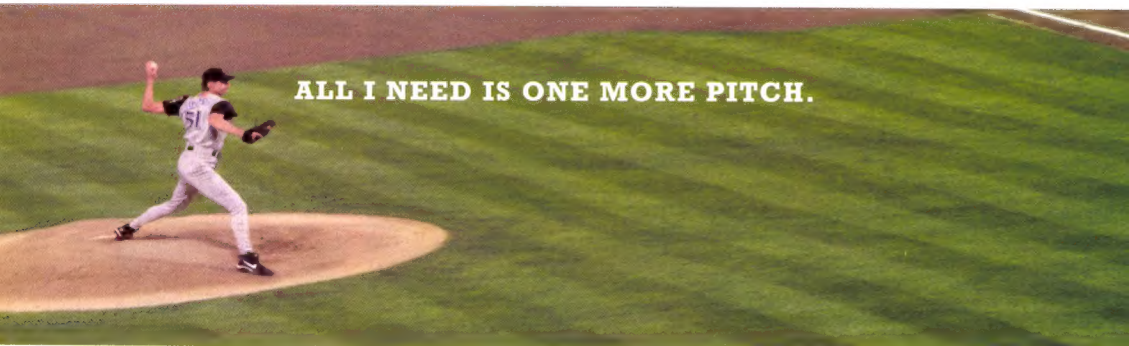


determine the optimum release point for every pitch you deliver. Then to put the potato in the catcher's cowhide,



use MVP Baseball™ 2003's graphic grid to help you exploit the

batter's icy areas. You'll be back in the dugout getting forearm bashes in no time.



PlayStation®2







It's in the game.™

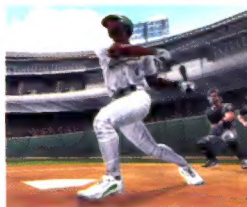
ALL I NEED IS ONE MORE PITCH.

<<< Skipper sending the sign to Sac Fly? Need to pull the pea opposite way against

the shift? With **FULL SWING CONTROL**, fend off the nasty junk the pitcher's bringing

until you see the one you like. Stay alive in the count long enough and you might get tipped off to when the pitcher leaves one in your wheelhouse.

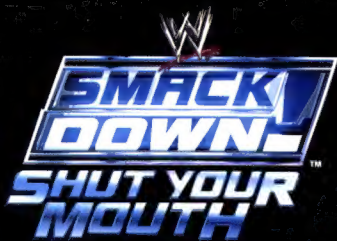
Voila! No more ducks on the pond. Get yourself into the starting lineup at [mvpbaseball2003.ea.com](http://mvpbaseball2003.ea.com).



PITCHER VS. BATTER. WHAT SIDE OF THE FENCE ARE YOU ON?



# SHUT YOUR MOUTH.



Mature Sexual Themes  
Strong Lyrics  
Violence

PlayStation.2



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